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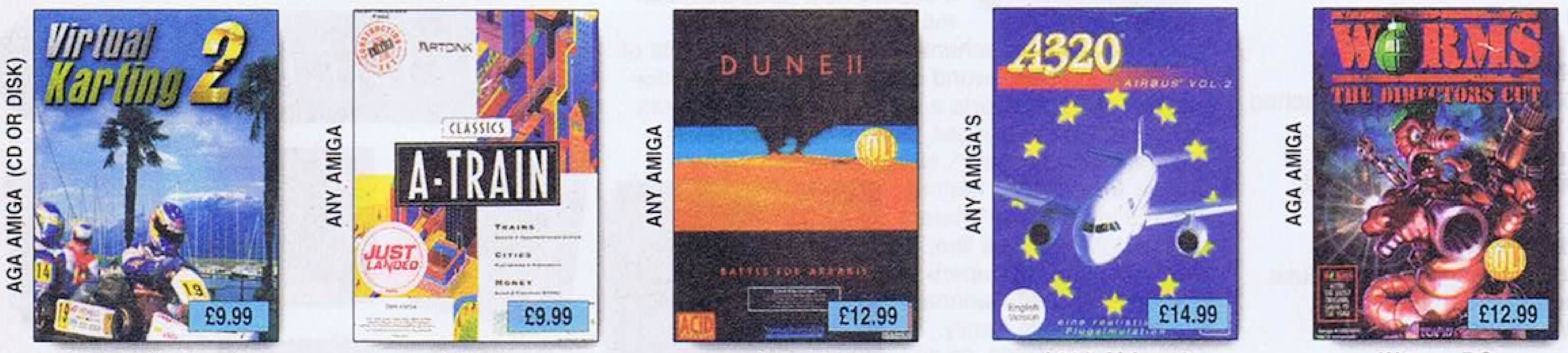
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Doom D-1000 – 1000 NEW Levels for Doom 2
Cygnus-8 – Space Pirate trading
Mobile Warfare – Tactical warfare simulation
Zee Wolf 2 – The Ultimate Military Action Game
Putty Squad – Glorious Platform Fun!

EAT THE WHISTLE



Available on Amiga CD-ROM Requires : A1200 or better or Amiga with with RTG

AMIGA CLASSIX



Available on Amiga CD-ROM Most games are suitable for any Amiga.

Sixth Sense Investigations



Available on Amiga CD-ROM and Disk Requires : A1200 or better - 4mb ram rec.

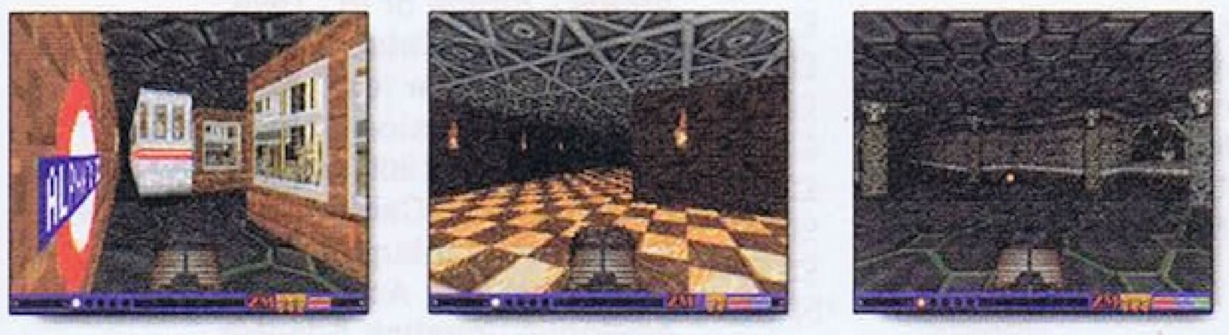
Zombie Massacre is Alpha Software's nightmare vision of a world populated by flesh-eating zombies and the human race struggling for survival. Featuring heart stopping 3D zombie action and pumping digital audio by the Award Winning Will Morton.

"It's a brilliant game and I suggest you get it pretty soon. 96%"
Neil Bullock (World of Amiga Mag.)



Zombie Massacre features

- *Over 40 levels of single and double player mayhem*
- *11 new sprites each with 48 frames of animation*
- *3 Fantastic CD digital audio tracks including a spoken plotline*
- *Over 100 Meg of full screen FMV with actors*
- *New enemy intelligence and realistic shadows*



AGA Amiga CD. Game requires 6mb ram. Recommended 10mb ram, 030 or better. Due to the graphic nature of this game, Viewers discretion is strongly advised.
Order: CD705 RRP: £19.99 Special Price: Just £14.99 with any other game!

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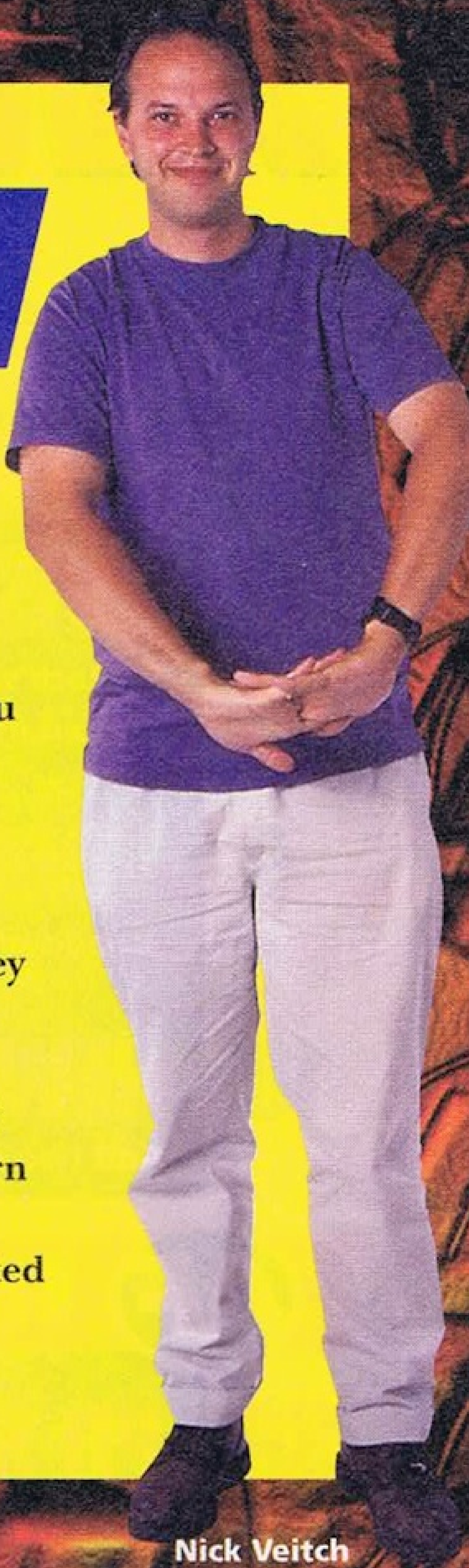
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Month In View

Nick Veitch introduces you to another busy issue, packed with reviews, features and tutorials.



Nick Veitch
Editor

We still haven't quite managed to clear out our post-Cologne backlog. There were so many promising new bits of hardware and software released in the wake of that event that there are still a few bits and pieces we haven't managed to squeeze into our review pages yet. That shouldn't worry you because there are loads and loads of exciting new things reviewed here and you'll probably still be reading about them by the time we get the next issue out. There's plenty to spend any cash left over from Christmas on.

We've had a lot of queries via email, post and phone about QNX, what it does and why this should be of any interest to the average Amiga user. I hope this issue we will be able to answer all those questions. Simon Goodwin has spent a great deal of time investigating the potential of a QNX-based operating system and looking at the past feats of this company. You can take in his distilled wisdom in our special five-page feature, beginning on page 14.

Those of you who've joined the Internet revolution will by now be aware that the web has become very commercialised, and loads of sites are finding different ways to part you from your cash. Far from being a frightening turn of events, it's a liberating one, thanks to the range of services and products you can now buy from the comfort of your computer. Also, far from being expensive, you'll soon discover that you can save money too. Ben Vost covers all the options and explains away your fears on page 22.

Don't forget to check out our previews on page 28 either, as I'm sure a lot of you will be interested to learn about the excellent-looking *Tales of Tamar*.

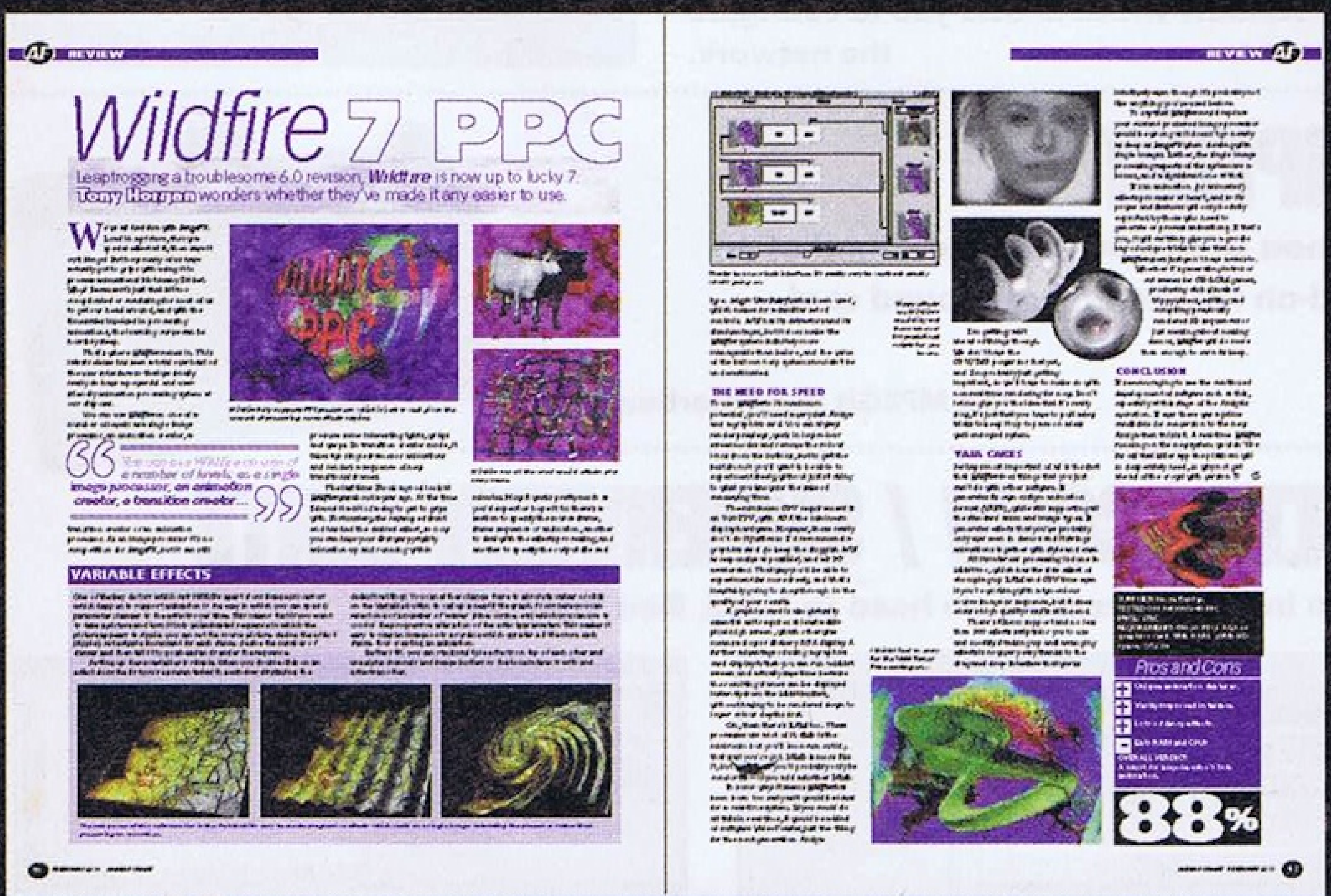
No matter what areas of computing you're interested in, you're bound to find something of interest in our reviews section too – there's not enough space to go through it all here, so turn the page and get reading!



QNX PAGE 14
We reported last month that QNX was to be the basis of the new Amiga OS so now it's time to explain what it is, and why it's A Very Good Thing.



ONLINE SHOPPING PAGE 22
You can buy almost anything from the comfort of your own Amiga. Ben Vost explains how to avoid getting the virtual trolley with wobbly wheels.



WILDFIRE PAGE 46
It's wild what you can do with the latest version of this image processor, and it's a sure-fire way of generating eye-catching animations.



FANTASTIC DREAMS PAGE 48
If you like messing with people's heads, this sequel to *Elastic Dreams* is certainly worth considering. Oddly, anything I did to Colin just made him look better...

AMIGA FORMAT Contents

ISSUE 120 FEBRUARY 1999

NEWS

REGULARS

CREATIVE

SERIOUSLY AMIGA

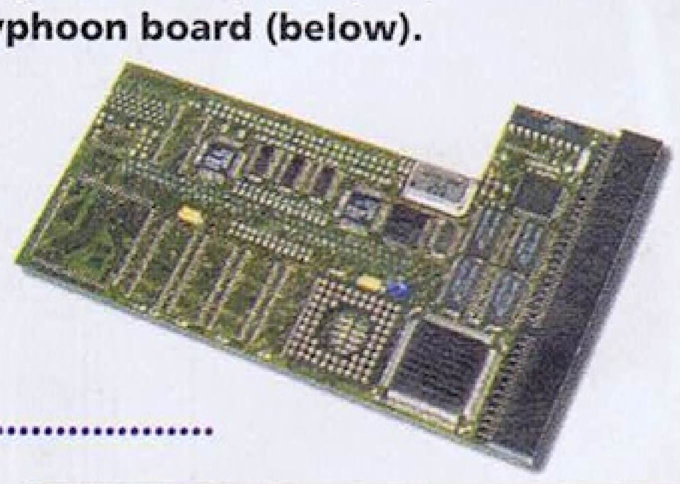


Wildfire 7 offers an extremely powerful animation processing system.



One of the stunning effects that's possible with the successor to *Elastic Dreams*.

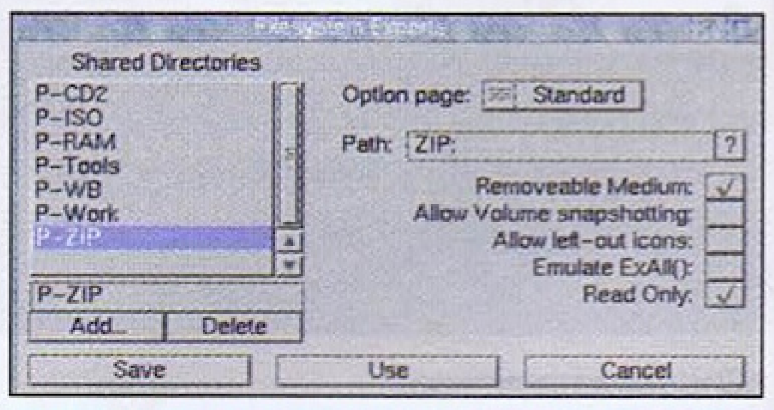




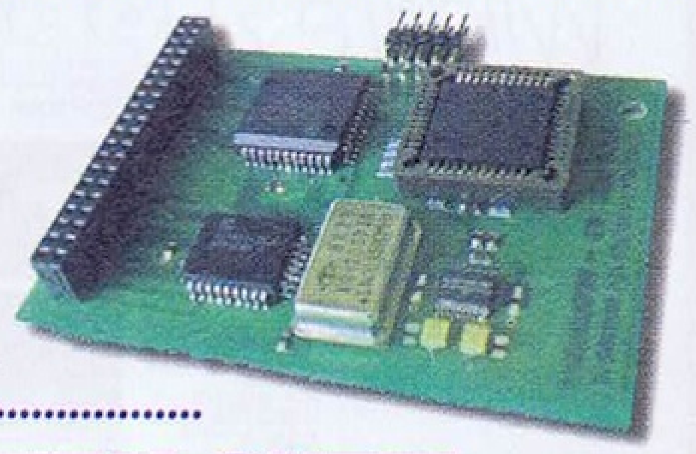
Keyboard adaptors (left) and the Typhoon board (below).



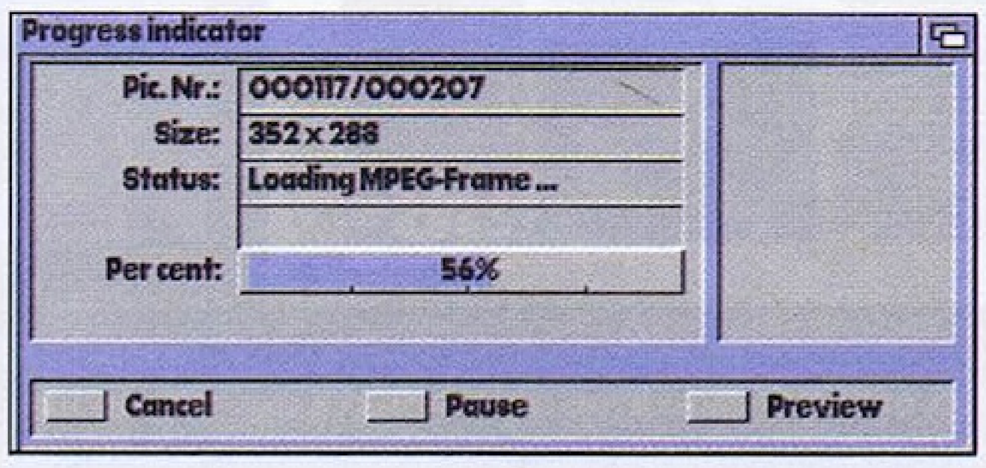
Redhat is probably the simplest way to get to grips with Unix.

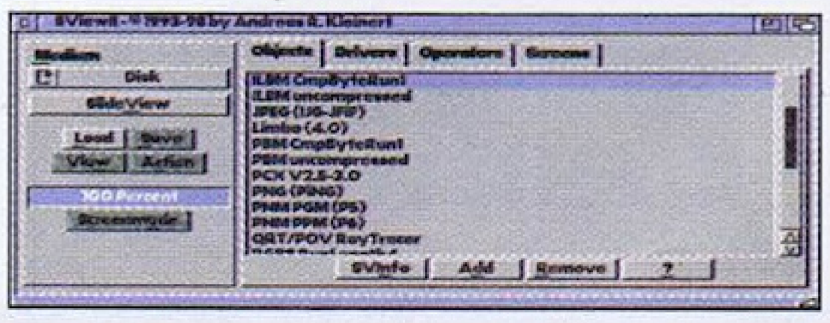


The window which allows you to configure the network.



The MPEGit daughterboard.





Would you prefer the one with registered DataTypes or the one you can use?

COVER STORY

p14 QNX



Amiga Inc.'s partner for the new operating system is QNX, the team behind the software for NASA's robot arm which will be used to control the International Space Station. **Simon Goodwin** examines how this software will be used in a desktop computer and what we can look forward to in the next generation Amiga.

Online Shopping



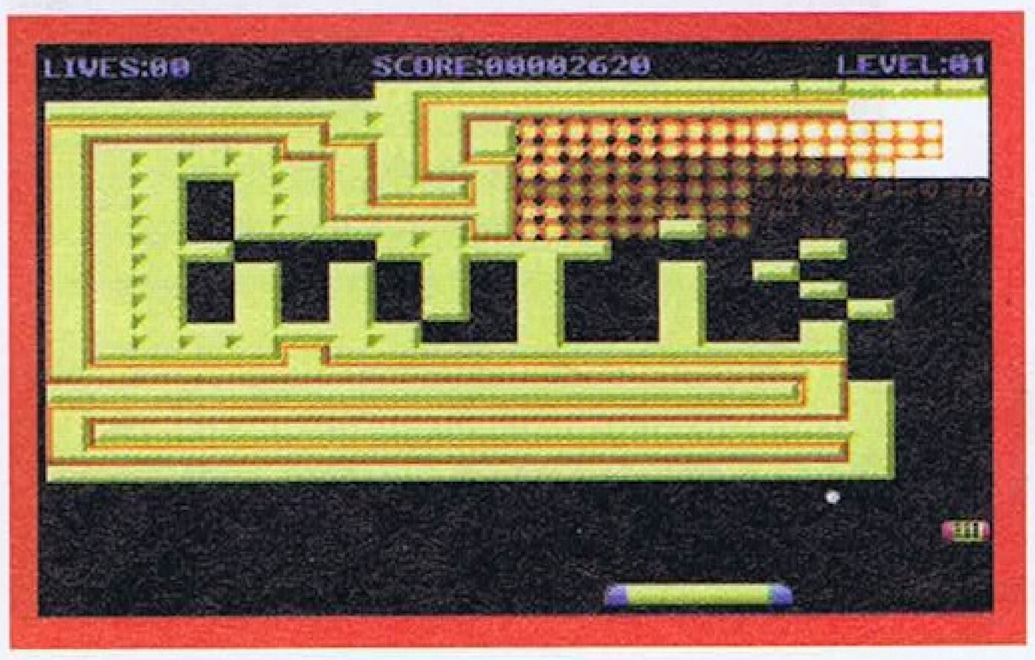
p22

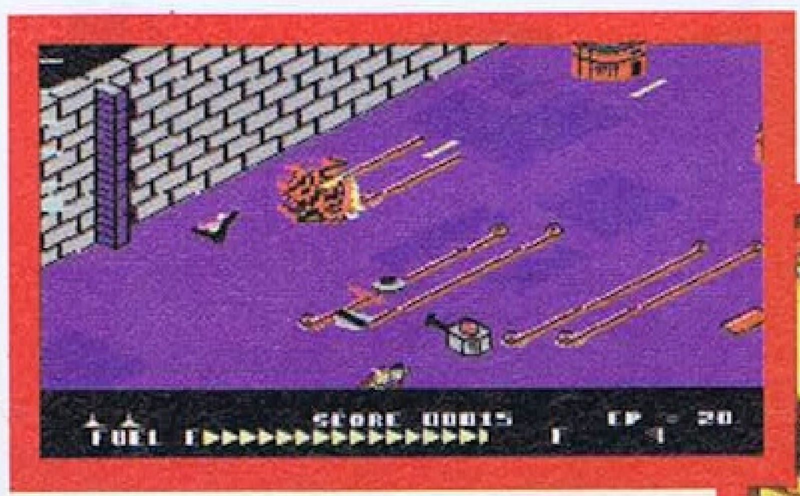
Where to go, what to buy, how to do it and, more importantly, how to do it securely and safely. **Ben Vost** brings you a guide to shopping from the comfort of your chair.

Competition! More, faster!

p51 & p57

That's more space, with four Analogic hard drives up for grabs, and to make them faster we've got five Power Flyer Juniors to give away!







Golden oldies (left and above) and the games you'll be playing tomorrow (right).

CD-ROMS



COVERDISKS





SCREENPLAY









WHAT'S UP?

BVision in the UK
Eyetech's PPC graphics card has finally arrived in the UK.

New Prelude drivers
Push the top sampling rates to even greater heights.

Voodoo go-ahead
Village Tronic to produce 3D add-on.

WORLD NEWS

BVisions in this country!

We received news today (21.12.98) that Eyetech's first shipment of BVisionPPC graphics cards had arrived, so people who've had them back-ordered since before July should be receiving a very welcome Christmas present.

Those who ordered later will probably have to wait until after this issue is on sale to receive theirs because phase 5 are swamped with orders for the card at the moment. If you've yet to get a PowerPC card and one of these graphics cards, Eyetech are doing a bundle with the two together for a price of just £339.90 . This will get you the '040/25 and PPC603e/166 model, together with the Blizzard Vision card, cheaper than a PicassoIV and Zorro II busboard, the nearest alternative.

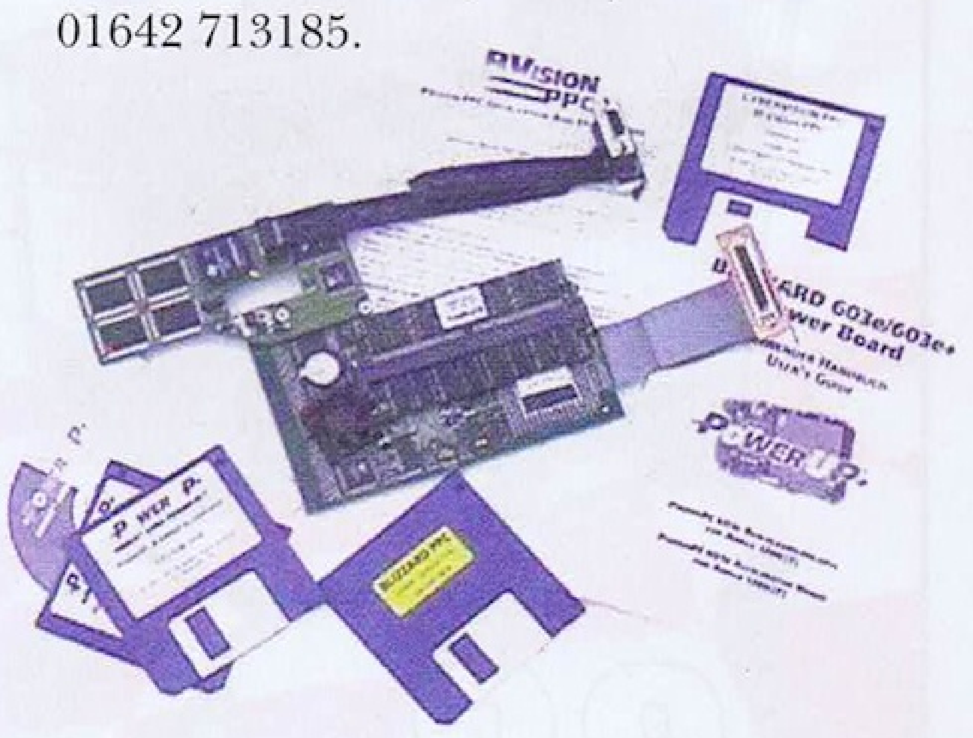
The BVision is based on the same Permedia 2 3D chipset that the CVPPC was, and it comes with 8Mb of RAM, rather than the 4Mb that was originally mooted, some of which will be used as 3D texture buffering. Although it wasn't designed to work into a desktop A1200, and neither was the PPC card, it has been designed so that it will fit. Of course, the two together will be far too hot to work inside a standard A1200 so getting a tower is a must.

> *"The BVision is based on the same Permedia 2 3D chipset that the CVPPC was, and it comes with 8Mb of RAM…"*

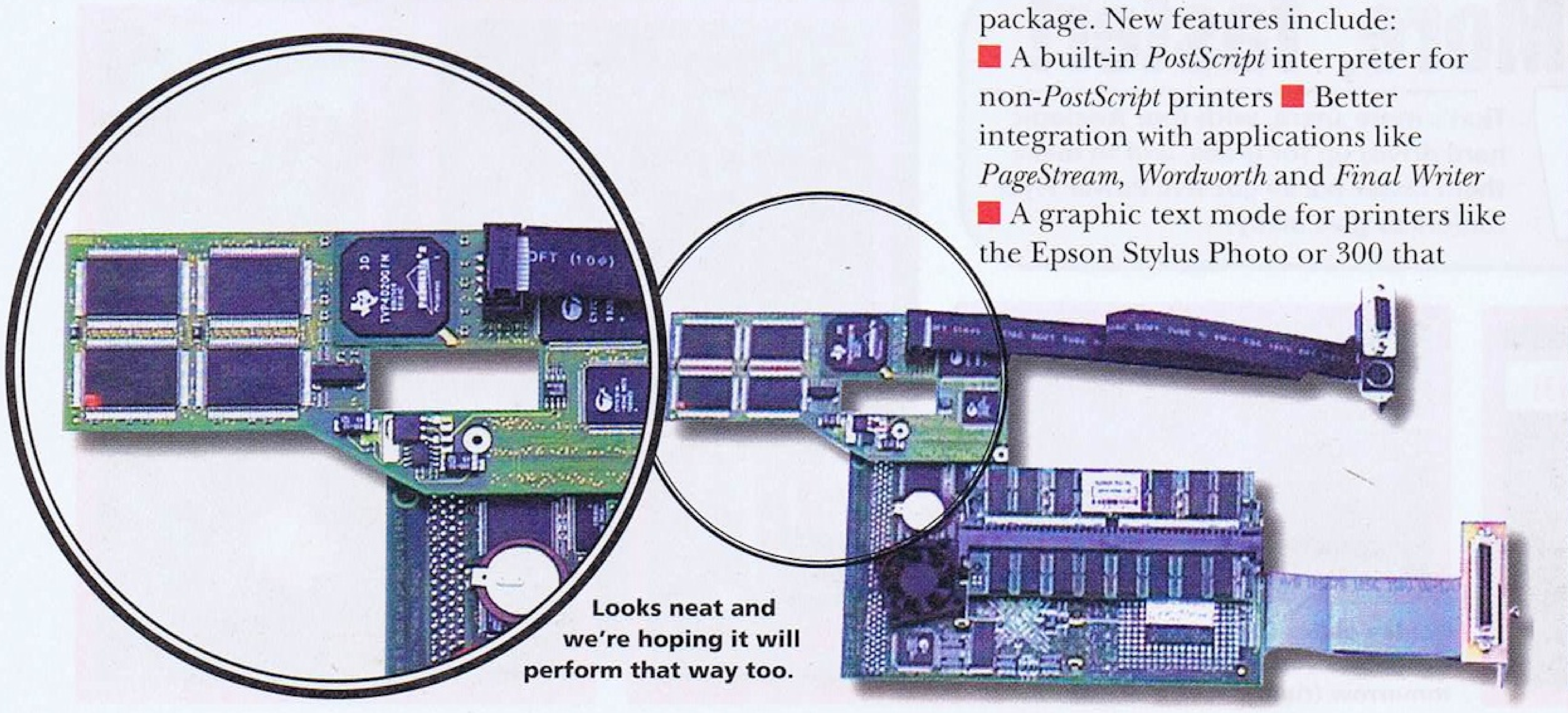
Eyetech are also now stocking the very latest version of *TurboPrint*, version seven, and have upgrades from version 6 for existing owners of this printer package. New features include:
■ A built-in *PostScript* interpreter for non-*PostScript* printers ■ Better integration with applications like *PageStream*, *Wordworth* and *Final Writer* ■ A graphic text mode for printers like the Epson Stylus Photo or 300 that don't have any built-in fonts ■ A built-in screengrabbing function able to handle all Amiga screenmodes, including CGFX and P96 24-bit screens ■ Drivers for the latest printers, including Epson 440, 640, 740, Hewlett Packard 895, 1100, 1200 and the Canon BJC 4400.

The full version of *TurboPrint 7* will cost £38.95, while an upgrade from a previous version will cost £19.95.

We'll have a full review of the BVision card in the next issue, on sale on the February 16th, but if you can't wait for our verdict, call Eyetech on 01642 713185.



All you need for a graphics card on your A1200. Apart from the tower case, that is...



Looks neat and we're hoping it will perform that way too.

Spotlight on February

The second Spotlight Amiga show will take place on February 13th and 14th. Gasteiner have organised this show after the success of the previous event and promise even more bankrupt Amiga stock, plus rare and obsolete items. Tickets cost £3 for adults and £2 for children and advanced bookings are advised.

The show will take place at Gasteiner Technologies Ltd, 18-22 Sterling Way, Edmonton, London, N18 2YZ. For more details, either write to the above address, telephone 0181 345 6000, fax 0181 345 6868 or email sales@gasteiner.com.

Fire!

The popular user group, the Amiga Design Workshop, have been devastated after a malicious fire destroyed their shed. It contained much of the equipment and information belonging to the club and was unfortunately burnt to the ground recently when it was deliberately set alight by persons unknown. Among some of the items lost were an original A1000, lots of peripherals and some of the Amiga Design Workshop's records.

The club has been growing rapidly over the last year and many members look forward to the monthly newsletter they produce. However, due to the loss of records, some people who recently signed up may not receive the newsletter. If this applies to you then you'd better get in touch.

You can still contact the club on 01892 870483 (evenings), or at 2 Morden Cottages, Chidlingstone Causeway, Tonbridge TN11 8JB. They're hoping to replace much of the lost equipment fairly quickly and would like to thank all of the local benefactors who have already made donations.

Amiga Netscape

The Amiga port of the world's best-known browser, *Netscape*, will get underway in earnest in January 1999. The team behind it are using the KOSH project structure in order to be able to do it in as quick a time as possible, for as little money.

Although they have a website devoted to it at the moment, at http://www.thelads.demon.co.uk, there isn't much detail on there and they aim to have more on their official site which should be up shortly at http://amozilla.amiga.tm

The port will initially be for the classic 68K and PPC Amigas, although they're interested in producing a version for KOSH and NG Amigas. The AMozilla team are only setting up communication channels at this time.

Of course, we feel duty bound to point out the fact that even if we get a version of *Netscape* for the Amiga, it won't mean that we'll be able to use add-ons like *Shockwave*, *Flash*, *RealAudio* or *RealVideo* as they're all external plug-ins created by third parties who still haven't got any interest in producing versions for the Amiga. Likewise, although the Amiga *Netscape* is likely to have *JavaScript*, it won't have *Java* since that would require a full *Java* licence from Sun.

St. Louis show news!

Bob Scharp will be a name familiar to Amiga owners in the St. Louis area as he's the organiser of the Gateway Amiga show. The show enters its fifth year in March this year with a larger venue and a larger number of exhibitors and attendees expected.

The show takes place between March 12th and 14th and will host all the usual events, including the best prices for hardware and software and the chance to talk to the people producing it. In addition to this, Bob organises a banquet for the show. This year it will be in a completely different and larger hall than before. The guest speaker for the banquet will be Commander Steve Nagel (Colonel, USAF, retired), the 100th astronaut into space and commander of several space shuttle missions. He'll talk about the role computers have in the space program and the Amiga's use in NASA generally.

The banquet needs to be booked in advance and is on a first-come-first-served basis, so tickets should be ordered as early as possible. There will also be seminars throughout the three days of the show, but details of these will be posted nearer the time.



The Amiga '99 website is the official source of information for the St. Louis show.

For further details, contact Amigan-St.Louis at their website http://www.Amiga-stl.com, or on 1 800 59 Amiga (in the US) to buy tickets for Amiga '99.

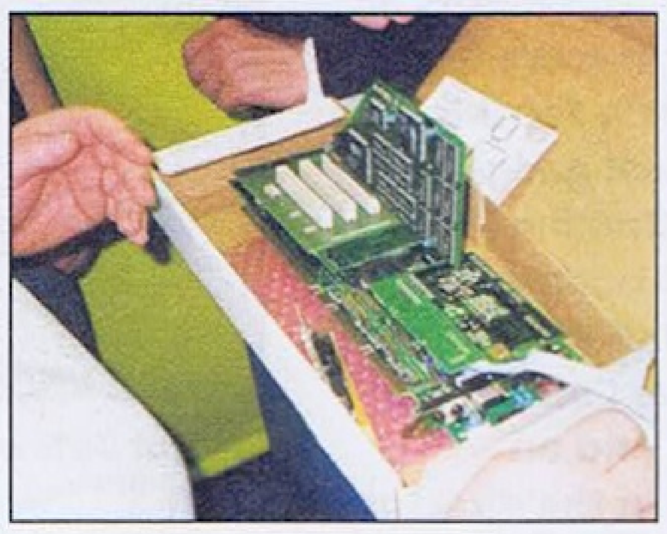
Alternatively, send a cheque or money order in US funds to:

Amigan-St. Louis, c/o Amiga '99, Tickets, PO Box 672, Bridgeton, MO 63044.

Voodoo is go!

Village Tronic have confirmed to us that they are definitely going to be producing a Voodoo 3D add-on for their excellent PicassoIV card.

VT got enough orders to turn the Voodoo add-on from this into a useable model. Expect it in March.



The board will only work in a Zorro III-equipped Amiga due to the fact that the 8Mb of RAM on the board will take up the entire Zorro II memory map, without taking into account the additional 4Mb of memory that the PicassoIV board itself requires. The survey to see whether Village Tronic would actually go ahead with this board finished on Sunday December 20th, 1998, and for a while it seemed as though there wouldn't be sufficient interest to make it worth Village Tronic's while to convert their Mac 3D accelerator product to fit the PicassoIV board. However, the 523 people with enough cash, vision and an Amiga that the new card could be used in were enough to convince Village Tronic that it was worthwhile. These people will all get the first cards from the production line at a special price of only 249DM, while those who merely registered an interest, plus any others who decide to order one, will have to pay the full price of 299DM.

If you're interested in getting one of the new cards for your PicassoIV, bearing in mind that you'll need to have a Zorro III-equipped machine to use it, you can contact Blittersoft on 01908 261466 for further details.

Kickstart Show

The Kickstart User Group, based in Ottershaw, Surrey, have announced the date for their second Kickstart Amiga Show. It will take place at Brook Hall on February 27th 1999 between 1pm and 5pm. Entry will cost one pound.

Amiga International have supported the user group by offering a complete A1200 Magic Pack and various goodies like mouse mats, pens, posters and badges to the winners of the competitions to be held on the day of the show. The show itself will consist of a sale of Amiga software and hardware, as well as demonstrations of new programs and hardware like graphics cards and PowerPCs to help Amiga users who haven't seen them before to get some idea of their worth.

In addition to the prize draws for the Amiga International goodies, Kickstart will also be organising gaming competitions with multiplayer *Doom*, *Sensible Soccer* and *Skidmarks* contests, with prizes for the winners in each category.

Obviously, as a user group, Kickstart members will be on hand to demonstrate applications like *Fusion* Mac emulation and the AtèoBus Pixel64 card, as well as solving general Amiga problems while trying to gain new members.

They'll also unveil the first issue of the new monthly Kickstart magazine, *Amiga Insight*. This magazine, produced totally by club members on Amiga hardware, will have a monthly mix of news, product reviews, tutorials and informed debate about the latest Amiga topics, including everything from the fate of OS3.5 to why 880K floppy disks should be killed off.

For show enquiries and stand bookings, please contact Rob Gilbert (Secretary) by emailing rob@gilbie.freeserve.co.uk or calling 01932 562354.

Continued overleaf ➡

Talking heads

What have the Amiga Format staff been doing this month?



Nick Veitch
Editor
My favourite software of the month just has to be *Fantastic Dreams* – not just because it's a great image manipulator, but also because I got revenge on Colin for that upsetting 'baby-face' incident.



Ben Vost
Dep. Editor
It was my birthday this month, and since I reached the ripe old age of thirty, my gorgeous girlie bought me a MiniDisc recorder which is so fabulous I can't describe it.



Mark Wheatley
Prod. Editor
A bit of a cultured month for a change, taking in a bit of theatre and museums, with shrunken heads and comedy fish everywhere. The lack of dinosaurs was a bit disappointing, though.



Colin Nightingale
Art Editor
I've been trying my hardest to remain upright during the punishing festive season and so far haven't done badly, despite a slight hiccup at Ben's birthday party, as he likes to keep reminding me.

Faster Sampling

New drivers for the Prelude sound card add two rates for audio recording and replay, pushing the top sampling rate from 48,000 to 64,000 samples per second.



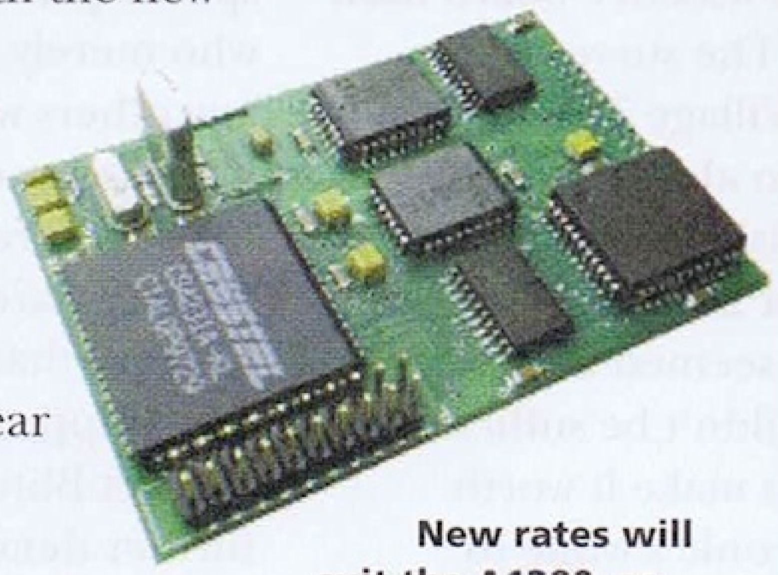
Prelude boosts the performance of *AHI* retargetable audio.

We're sure that Superman can hear the difference! All the original rates are supported, from 5.51KHz upwards, plus the new rates, 54.86 and 64KHz, which give more accurate recording of phase information and conversions to Paula rates at a corresponding cost in extra Zorro time and disk space.

The drivers work in full duplex stereo and are compatible with the new Prelude 1200, as well as the original Zorro 2 version. The version 2.27 update *AHI* drivers for Prelude are on *AFCD36* in the directory -In_the_Mag-/Sound.

Further updates will appear on the ACT web pages.

Contact: Albrecht Computer Technic, Seth 2 – 21769 Lamstedt, Germany.
Telephone: +49 4773 891073
Fax: +49 4773 891072
Email: albrecht@act-net.com
Website: http://www.act-net.com
Mailing list: listserver@act-net.com

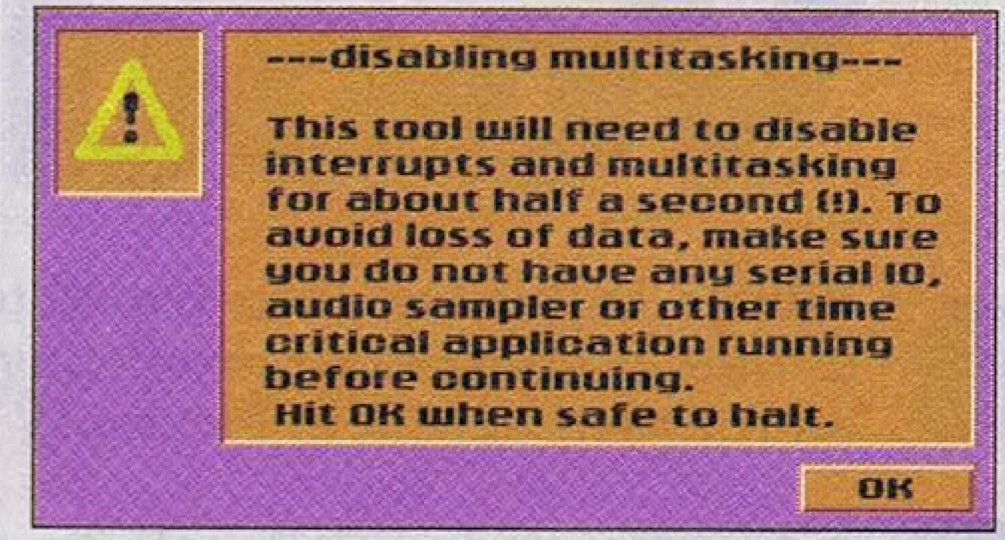


New rates will suit the A1200, as well as Zorro 2 Prelude cards.

Flashier still

Jens Schönfeld's Flash Buddha controller has received a software update, boosting its IDE drive transfer rate and vindicating the decision to make it with software-reprogrammable Flash ROM instead of the original socketed EPROM chip. Simon Goodwin tested both the Flash upgrade and the replacement EPROM, available to early Buddha and Zorro Catweasel purchasers from Individual Computer, and it gained over 25% in speed using the same Workbench 3.1 RAM configuration and 1Gb drive as for his tests in *AF115* (October).

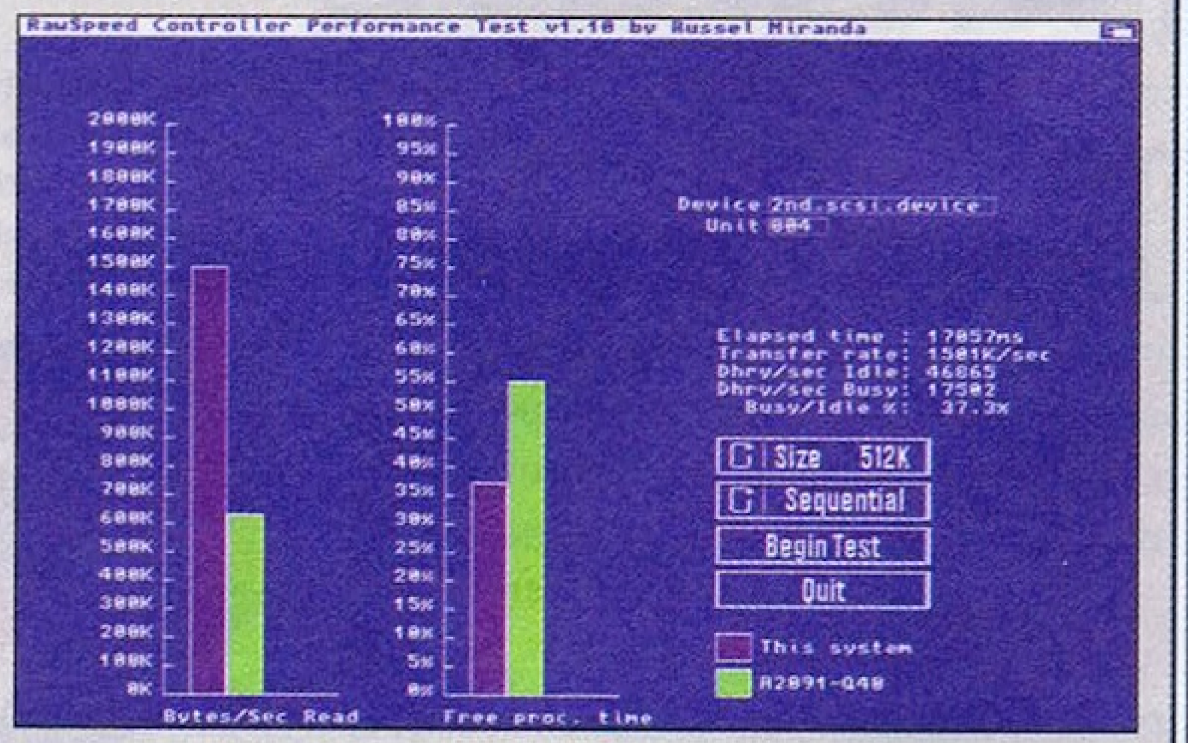
The revised firmware delivers a transfer rate of 1,553K per second, with 42.2% of CPU time remaining. This is no threat to DMA controllers like the Power Flyer, IDE Express or Zorro SCSI 2, but it's a fair match for Commodore's motherboard controller. This upgrade eliminates the only niggle expressed in the review – a loss in performance if you move drives from the standard controller to Buddha – and merits an increase in score from 90% to 92% for this Gold medal gadget.



The Flash ROM upgrade process takes less than a second.

The Buddha Flash software update is freely available from Individual Computer's website, and on *AFCD36*, in the directory -In_the_Mag-/IDE. This also includes instructions in English and German, the FlashBuddha command file and a ReadROM tool to make backup copies of the old firmware.

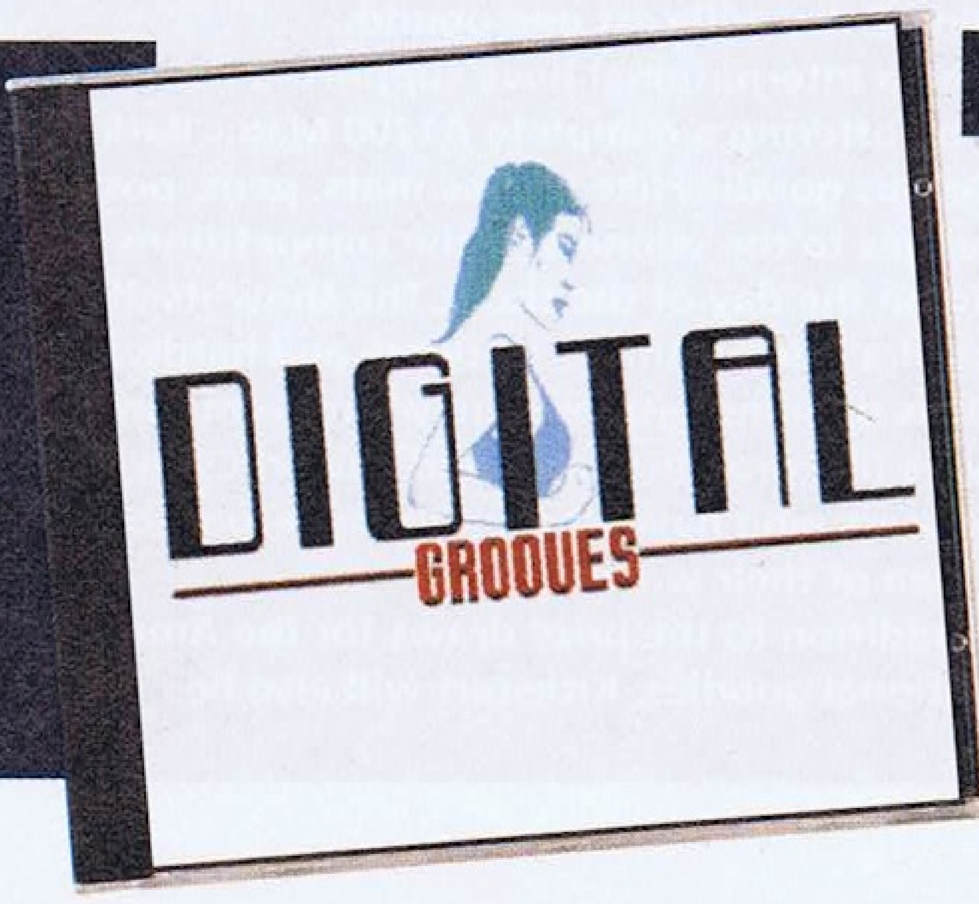
Contact: Jens Schönfeld, Individual Computer, Schurzelter Str. 561, 52074 Aachen, Germany. Fax: +49 241 86943, email: sysop@nostlgic.oche.de
Website: http://home/foni.net/~amiga or http://www.jschoenfeld.com



We got 26% more speed from the updated Buddha.

Online Dancing

AudioWorks, the team behind the Digital Grooves audio CD, now have a website where you can download free game music and find out all the latest news. They've also cut the price of the remaining copies of the Digital Grooves CD from £9.99 to £6.99 for a limited period.
Check out the site at
http://tinpan.fortunecity.com/vibe/500/



Latest Aminet

Aminet CD 28 is now available and contains over a gigabyte of uncompressed software. If features a full version of *CygnusEd Pro 3.5*, and owners of Aminet 28 can upgrade to the full version 4 at a discount price. You can order the CD for 25DM from http://www.schatztruhe.de/order.html, email stefano@schatztruhe.de or call +49 201 788778.

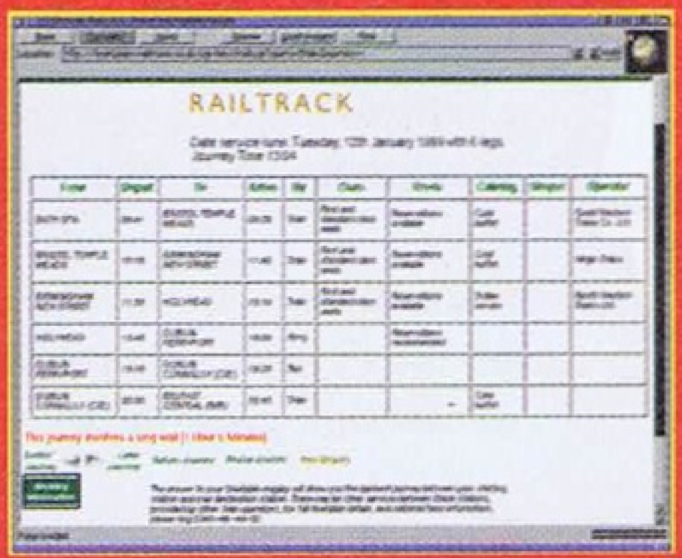
AF Net Corner

As an adjunct to our Internet shopping feature, perhaps you might like to try some of these interesting travel-related websites...

RAILTRACK

www.railtrack.co.uk

They may not be everybody's favourite, but the Railtrack website is actually very useful if you're travelling anywhere by train. From it you can select any two UK (or Eurostar) destinations and a date and it will find all the train times and connection information for you. Because many of the trains link up with bus and ferry services, it will even plot your routes to include these services. For example, you can get a complete itinerary for travelling from Bristol to Belfast, including ferry times.



Find out when you're going to travel with this handy site.

BRITISH AIRWAYS

www.british-airways.com/bookonline

It may not be the world's only airline but it certainly has a lot of flights worldwide. This site is also of more use to Amiga owners than some of the generic flight finding resources on the web because it doesn't use Java. It's simple, easy to use and you can also book and pay for flights online if you have an SSL capable browser.



As it's Java-free, the BA site is suitable for Amigas.

TIMEOUT

www.timeout.co.uk

Not sure where you want to go to? *Time Out* magazine's guide to foreign and UK cities is probably worth a look then. It isn't as comprehensive as some but it has great depth on the cities it does cover and is quite pretty and well maintained too.



Plan your holiday with *Time Out* magazine's online guide.

QXL

www.qxl.com/travel.shtml

If you're a bit more adventurous and aren't too sure about where you want to end up, you could always make a bid for a holiday at an online auction. QXL is a pretty big auction site where you can bid for other things too.

Quite simply, all you have to do is register with QXL (which takes a few minutes) and then you can bid online for whichever holiday takes your fancy. You're bidding against other people who use this service in auctions which can last anything from an hour to a few days. If you're outbid, an email is sent to you telling you what the latest bid is so you can go back and bid again.

Some destinations are obviously more popular than others, but there can be some real bargains and surprises. Recently, a 7-night package deal to the Red Sea went for an amazing £150!



Get bidding and you could end up getting a real bargain holiday.

Vital Horgan



Wow! Something happened! The second half of the next gen jigsaw has just fallen into place with Amiga Inc.'s announcement that QNX (say "kewnix") are to be their OS development partner.

So is that good news or bad news? I've just been subjecting myself to the joys of a 486 PC to find out. The QNX 1.44Mb demo is indeed impressive in that it fits a GUI, a windowing system, a web browser and all the bits that go behind the scenes onto a high density disk, but don't expect to be bowled over with it as it stands. In fact, aside from its compactness, it's actually highly unremarkable.

Don't expect to boot your mate's PC with it and get any kind of eyebrow-raising response. In fact, at this point you're more likely to invite ridicule from all but the most well-informed PC users.

The list of features for the new AmigaOS is adventurous, as it should be, which means there's a hell of a lot of work still to be done. The emphasis here is that the QNX OS is forming the base upon which the new AmigaOS will be built, and seeing as we all want the new AmigaOS to be revolutionary and innovative enough to make the opposition look pathetic, I suppose it's best that we start with something that's relatively simple so that there are fewer limitations from the outset.

So that's the conception sorted. Now let's all cross our fingers for a trouble-free gestation and an emotional birth nine months down the line. Stranger things have happened, you know...

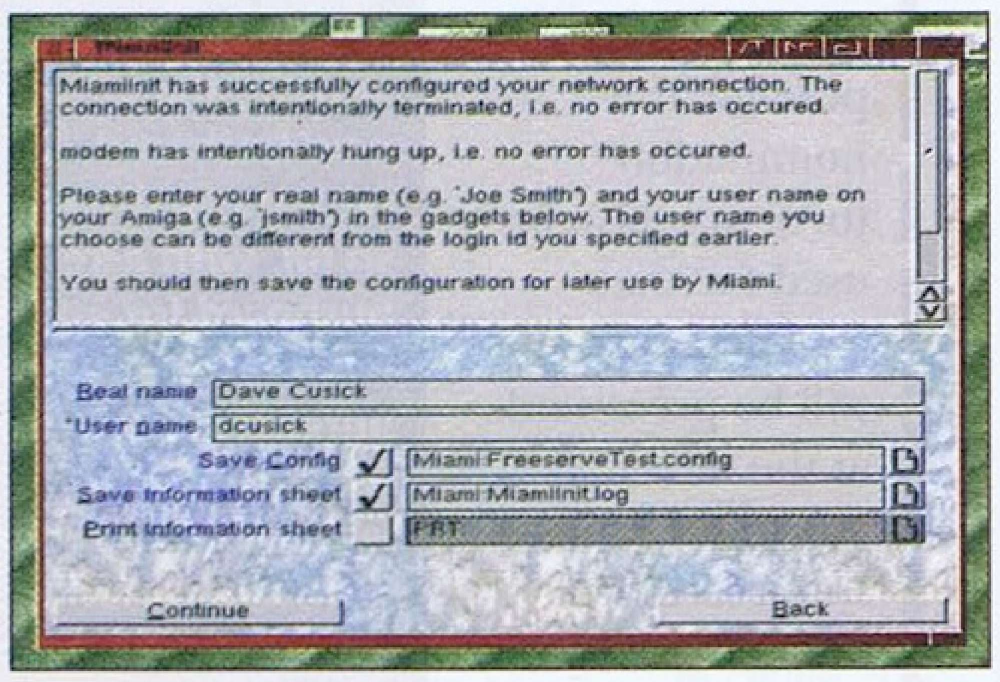
Tony Horgan

CREDIT WHERE IT'S DUE

Analogic, the Amiga repair specialists and hardware dealers, are now able to offer you credit terms on any purchase over £150. This means that for just a 10% deposit you can buy any item from Analogic and pay the balance over a period of time.

For example, this means that you could get that Apollo '060 accelerator you've always wanted for just a £26 downpayment. Full details are available from Analogic, so contact them on 0181 546 9575.

Amiga.not quite right



Get connected the right way...

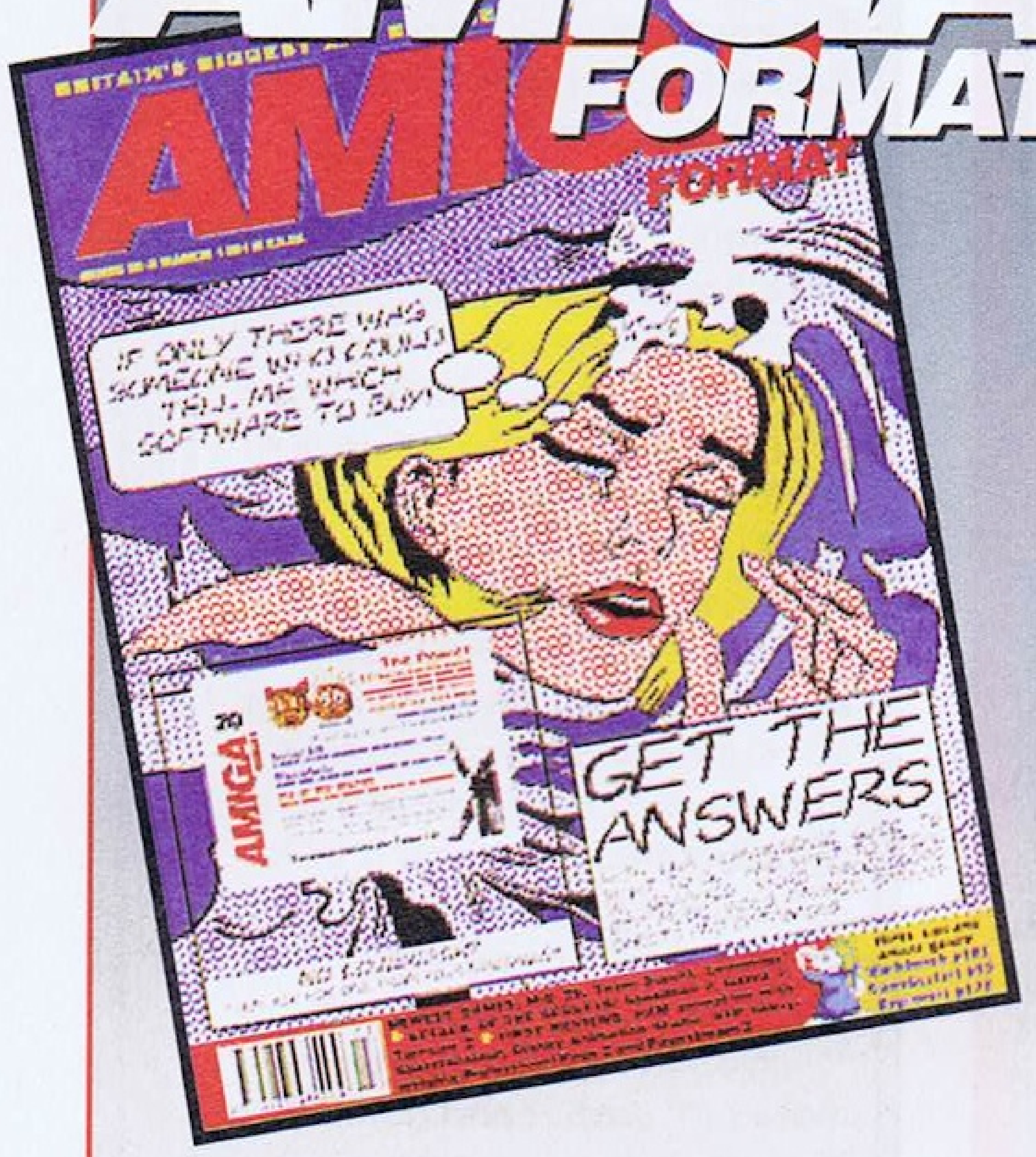
Those of you trying to follow Dave Cusick's Amiga.net article on how to surf the net for free will have been very frustrated after following last month's advice, due to a number of errors.

Firstly, in MiamiInit, after picking your modem, serial port and serial device, the correct access number is 0845 079 6699. Secondly, the site to visit online is actually found at https://signup.freeserve.net. Finally, you actually get a huge 15Mb of free web space, not the measly 5Mb that Dave mentioned. We'd like to apologise and can only say that Dave's brain must have still been pickled by excess festive quaffing...

Continued overleaf ➡

100 Issues ago

AF20 March 1991



We look at what was going on in the Amiga market 100 issues of *AF* ago…

- Cover feature: Get the answers. *Amiga Format* tells you what's best to buy in a particular class of software, such as word processing, and what's the cheapest.

- On the disks: Just the one disk with a demo of *The Power*, a fix for *Interphase* and five Shareware programs.

- News: CDTV launched in the States at the winter CES in Las Vegas and due to be launched here at the end of April at a price of £599. Kenwood also announced a home CD recorder, but with CD-Rs at $90 a time, demand isn't expected to be high. Team 17 start up and state that they will only make games that stretch the Amiga, concentrating on those with 1Mb RAM. Shame they didn't continue that theme…

- Prices: If you wanted to kit yourself out with a new A1500 and a mono 9-pin printer, at Merlin you would pay £1,069 for the machine with a 1084S and £159 for the Star LC-10 mono. If you wanted 24-pin colour, you could have the Citizen Swift 24 for £319.

- Games reviewed included: *MIG-29 Fulcrum* (Domark) 90%, *Team Suzuki* (Gremlin Graphics) 88%, *Judge Dredd* (Virgin) 44%, *Speedball 2* (Mirrorsoft) 94%, *Lemmings* (Psygnosis) 92% and *Prince of Persia* (Domark) 88%.

- Serious products reviewed: Action Replay II (Datel), *PageStream* (Softlogik), *Pro Page 2* (Gold Disk), *ICD AdSpeed* (Third Coast), A5000 (Solid State Leisure), *Pro Titler* (HB Marketing), *Broadcast Titler 2* (Amiga Centre Scotland).

- Notes: Although Workbench 2.04 had officially been available for over a year, Workbench 1.3 was still prevalent in all the screenshots, and a lot of the Workbench letters were about printers.

  There were a lot of letters to Mailbag about worries that the Amiga was being sidelined, but to the Atari STE of all things, and there were luddites who were complaining that we didn't offer much coverage for half meg machine owners – how times change… not.

- Pages: 212
- Cost: £2.95

AS AAA UK

Swedish User Group ACG made the headlines in May 1998 when the pioneer of easy Internet connectivity, Holger Kruse, won the international AAA award. Since meeting the people behind the AAA awards at the last WOA show, AmigaSoc have been itching to bring the AAA awards to the UK. AmigaSoc feel that the UK is just brimming with Amiga talent and that the time has come to reward those who have made a worthy contribution to the Amiga community.

ACG have had some administrative problems of late so the time restraints have had to be tightened accordingly. As such, you'll need to get your nominations in to us by February 10th.

Simply cut out or photocopy the attached form and send it to *Amiga Format* with your choice of nominee. By the time you read this, there will also be a web-based nomination system at http://www.aaa-awards.org.

You can also submit your nominations by email. Send them to andrew@uk.amigasoc.org and put "AAA Awards" in the subject line. You should get an acknowledgement email back within a week.

The results of the nominations will then be published on the AAA Awards website and the voting will begin shortly after this.

AmigaSoc will also be assisting with the nominations for the international awards, so to save you the postage, the nomination form may also be used for that.

The awards will be presented at the next World Of Amiga show, so that's one more reason for you to attend.

AMIGA soc — AAA Awards

1998 AAA Awards nomination form

Country (delete as appropriate):

UK/Belgium/Sweden/Spain

National Nominee: ....

Motivation:..............................

....

International Nominee:......................

Motivation:..............................

....

Simply cut out or photocopy this form and send it to: AAA Awards • Nominations • Amiga Format • 29 Monmouth Street • Bath • BA1 2BW

Zorro IV – the sequel!

Although it may end up being called something different because of copyright issues, it seems as though there will be a Zorro IV standard. We've heard from Eyetech this week that they intend to bring in a new tower based around this concept which will feature a faster bus, less contention and lower cost than current Zorro III solutions.

The new busboard, which will be fitted to a range of new Eyetech tower systems, will have five standard Zorro II slots, a normal Amiga video slot and two of the new slots which will be capable of a sustained throughput of 19Mb/s. The bus board will also have a clock port built onto it for the connection of one of the many peripherals which now use this port and will be expandable to have four clock ports.

For those sceptical about yet another standard for the Amiga to struggle with, the new slots will soon have two cards purpose built for them. The first will be a low-cost graphics card based around the same Cirrus Logic chipset as in the very popular Picasso range from Village Tronic, while the second will be a high speed IDE controller card, similar in purpose to the Power Flyer.

This new busboard has been designed to fit all the current Amiga towers in production and Eyetech are due to start selling it by the end of January, when they will give a special price of just £129.95 to the first 100 people to order it.

Eyetech are also planning the release of their new tower system, the EZTower Z4, to coincide with the launch of this new busboard. They're offering a bundle of the new tower with its 10 drive bays, 250W PSU, floppy drive, faceplate and so on, with a keyboard adaptor and PC keyboard and the Z4 busboard for just £199.95 to the first 100 customers, whereafter it will jump to the still-not-particularly-unreasonable price of £249.95. Finally, Eyetech also told us that any purchaser of a new A1200 these days will find that it is CD-ROM ready with a buffered interface and external CD-ROM connector.

Contact Eyetech on 01642 713185 for more details.

amigawriter *new* — £49.95



- program : amigawriter
- version : v1.1 (english version)
- format : floppy disks
- available : yes
- price : £49.95
- awards : amiga magazine (DE) 87% 'very good'.



AmigaWriter is the newest word processor (or word creating) package for the Amiga. Officially ratified by Amiga International, thus supported by the *"Powered by Amiga"* logo, AmigaWriter contains some unique features for Amiga word processors: platform independent (full support for commercial, shareware or freeware plugins), ease of use (easy selection, true WYSIWYG, very Amiga-alike in action), full paragraph control, page formatting, chapter management, support for different image formats and much more. AmigaWriter is almost similar to a DTP program, allowing full box control over text and image placing within your document. All version 1 users will receive the forthcoming PPC version and version 2 free of charge!

- ***PowerPC version inclusive in the price*** - in development, due in v1.x, available free of charge
- ***Flexible box layout concept*** - design your pages in true DTP style
- ***Support for external image formats*** - support for IFF and JPEG and any other image via datatypes!
- ***Extensive plugin support*** - expect commercial, shareware and freeware plugins
- ***Free update to v2 (due 1999)*** - postscript/truetype fontengine, spell checking, form editor, table editor and MS Word import filter and much more.

netconnect v2 — £49.95



- program : netconnect
- version : v2.2
- format : cd-rom or floppy disks
- available : yes
- price : £49.95
- awards : amiga format gold, 96%, cu amiga 94%

The award-winning **NetConnect v2** is the easiest and most comprehensive Internet compilation designed to enable any Amiga user, from novice to expert level, to get onto and use the Internet. By using the new Genesis Wizard, a user should be able to connect to the Internet in a matter of minutes. Containing Genesis, Voyager-NG, Microdot-II, AmIRC, AmFTP, AmTelnet, AmTerm, NetInfo, AmTalk, X-Arc and the Contact Manager. Ideal for both an Internet or local area network connection.

- ***Eleven Commercial Programs*** - contains the highest quality Internet software, all commercial versions.
- ***Truly Integrated*** - the beauty of NetConnect v2 is the integration. Contact Manager works with Microdot-II, Voyager, AmIRC and more. Centralised MIME preferences works between all the programs.
- ***Flexible Dock Bar*** - setup and launch all your software from this advanced and flexible tool bar
- ***Aimed Towards Beginners Through to Advanced Users*** - NetConnect v2 is simple enough for the beginner to use to connect to the Internet for the first time, but powerful enough for the advanced user who may require a dialup connection and local area network (LAN).
- ***Award Winning*** - Amiga Format Gold (96%), CU Amiga Superstar (94%)
- ***Expandable*** - software works with external programs. The Contact Manager works with IBrowse, YAM v2 r6, STFax Professional. Genesis is supported by WebTV, AmICQ and more.

stfax professional — £29.95



- program : stfax professional
- version : v3.5
- format : floppy disks
- available : yes
- price : £29.95
- awards : amiga format gold, 95%, cu amiga superstar, 95% amiga magazin (DE) 89%, Amiga Plus (DE) 96%

STFax Professional is a commercial fax/voice message program which enables you to use your Amiga as a digital answermachine. Ever wondered how companies manage to create their voice based operator system? You can do this at home or in a small office! ie. 'Press one to leave a message for Mike or press two to leave a message for Sue'. Setup a fax on demand service, advanced message box system for family members, log numbers via caller-ID, call screen or blacklist phone numbers, control other programs etc.

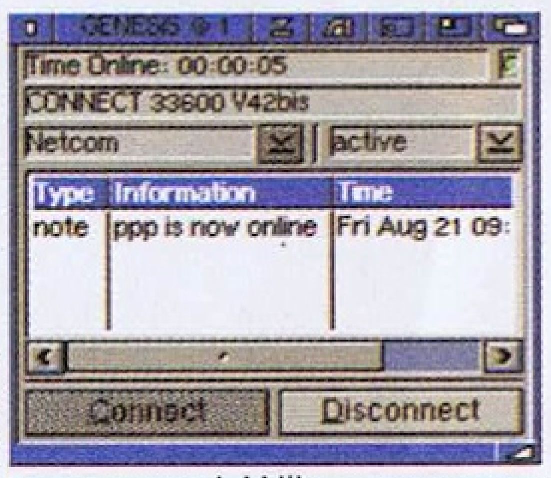
- ***Full fax modem support (class 1, 2, 2.0)*** - fax from your favourite Amiga software
- ***Advanced voice capabilities*** - use your Amiga as a digital answermachine
- ***Support for the PACE Solo, 3-Com Message Plus or Kortex Adaptix Independent Operation mode***
- ***Mini-BBS*** - setup your own small BBS

Special Offer: Buy NetConnect v2 and STFax Professional together for only £69.95!

genesis — £29.95



- program : genesis
- version : v1.0
- format : floppy disks
- available : yes
- price : £29.95
- awards



Genesis is a new TCP/IP stack for the Amiga computer, allowing both dialup Internet access and local area networking, with the advanced facility to run more than one interface at one time (ie. keep your ethernet network connected, whilst putting your dialup connection on and offline - ideal for Siamese users, LAN'ing one or more Amiga's or an Amiga to PC/Unix/etc). ***Genesis*** ships with an easy to use Wizard. Simply enter some basic information about your provider and the Wizard goes online and gathers the advanced information. The status window (shown here) allows you to control the interfaces and shows the connection speed, the time you have been online and which interfaces are connected. ***Genesis*** is supplied with an advanced time and cost logger so you can see how much time you have spent on the net and the costs involved.

ACTIVE

Oval House, 113 Victoria Road, Darlington, DL1 5JH

Tel : 01325 460116
Fax: 01325 460117
E-Mail: sales@active-net.co.uk
http://www.active-net.co.uk

Delivery Information

S'Ware	- £1.00 for UK delivery - £1.50 for EU delivery - £2.00 World delivery
H'Ware	- £6 for UK next day delivery (serial cards charged at £3 for standard delivery)

Make cheques/P.O.'s payable to Active Technologies and send to the address listed opposite. Credit/debit card payment accepted. For any additional information contact us.

home highway - ISDN — from.. £129.95

With the launch of BT's 'Home Highway', ISDN is now affordable for the home user. Our branded Dynalink 'MagicXpress' modem (as featured in this issue) enables you to connect to the Internet at blazingly fast speeds (you must also have a high speed serial card to use ISDN). So, what does ISDN offer the average home/Internet user:

- ***Digital connection*** - no line speed fluctations (unlike normal modems), connect at 64K and you stay at 64K, instant (half or one second) connections and the clearest possible phone/data lines!
- ***Upto 4 times as fast as 56K*** - surf the net at 64K or 128K (using both lines), meaning that large files or web sites are downloaded at the fastest possible rate (74 seconds for a 1MB file @ 128K ISDN connection, compared to 4.16 minutes for a 1MB @ 44K on a '56K' modem).
- ***Upload at 64K or 128K*** - the main difference between ISDN and a 56K modem is that you can upload files at ISDN speeds, whereas a 56K modem uploads at 33.6K maximum.
- ***Two lines*** - use both digital lines for 128K connections, use one line for telephone calls whilst using the other line for a 64K Internet session! Why not connect two computers to either line or simply make phone calls on both lines at the same time?

Code	Pack Contents	£ Prices
ID01	External ISDN Terminal Adaptor (TA)	£129.95
ID02	ISDN TA & NetConnect	£159.95
ID03	ISDN TA & NetConnect & Hypercom 1	£189.95
ID04	ISDN TA & NetConnect & IOBlix Serial Card	£229.95

high quality modems — from.. £79.95

Choose from three high-quality <u>**branded**</u> modems - the top of the range, award winning PACE 56K, the new PACE 'Solo' 56K or the middle of the range Dynalink 'MagicXpress' modem (same colour as your Amiga). All ship with a five year warranty. The PACE modems also ship with free lifetime technical support, UK caller ID (only modem available which supports this), a superb speakerphone, conferencing feature, volume slider/control, easy to understand LED's and non-technical, easy to read documentation. All PACE and Dynalink 'MagicXpress' 56K modems are now v90 shipping ready - the agreed standard for 56K connectivity. Why not treat yourself to the brand new PACE 'Solo'? The 'Solo' can be used standalone from your Amiga. Want to go on holiday but need to receive fax and voice messages, but don't want to leave your Amiga running? The 'Solo' is the answer.

pace External 56K Modem



pace 'Solo' 56K Modem



Dynalink 56K External Voice/Fax/Data Modem	£69.95
PACE 56K External Voice/Fax/Data Modem	£119.95
PACE 'Solo' 56K External Voice/Fax/Data Modem	£189.95

modem pack options — from.. £79.95

Various money saving packs are available. These are all based on the Dynalink 56K modem. Packs based on PACE 56K or PACE 'Solo' 56K modems available as an additional cost option.

Code	Pack Contents	£ Prices
PK01	56K Modem & STFax Professional	£ 79.95
PK02	56K Modem & NetConnect	£ 99.95
PK03	56K Modem & NetConnect & STFax Professional	£109.95
PK04	56K Modem & NetConnect, Hypercom1, STFax Pro	£129.95
PK05	56K Modem & NetConnect, IOBlix Card, STFax Pro	£169.95

ADD £40 for a PACE 56K Modem (instead of the Dynalink 56K)
ADD £110 for a PACE 'Solo' 56K Modem (instead of the Dynalink 56K)

- All packs come with one month free connection to Demon Internet and/or UK Online
- Choose between the CD or Floppy disk version of NetConnect v2 with your modem pack

high speed serial cards *new* — from.. £39.95

The new ***IOBlix*** card offers 4 high speed serial ports and 1 (2nd port option) high speed EPP/ECP parallel ports to your Zorro based Amiga. The serial ports provide 64 bytes of FIFO memory, which is also upgradable. The parallel ports offer both uni and bi-directional modems, offering compatibility for all printers. The ***IOBlix*** also has a modular interface. Two modules are currently being developed: an AHI-compatible sound card and a SANA-II compatible ethernet module. The ***Hypercom*** high-speed serial cards are available for the A1200 (uses internal clock port) and zorro based Amiga's offering one (two with the Hypercom 3Z) extra serial and parallel (Hypercom 3Z only) ports.

Model	Machine	Specifications	Price
Hypercom1	A1200	1 x 460,800bps highspeed buffered serial port	£39.95
Hypercom3Z	Zorro-2/3	2 x 460,800bps highspeed buffered serial ports, 1 x 500K bytes/sec parallel port	£69.95
IOBlix	Zorro-2/3	4 x 460,800bps highspeed buffered serial ports, 2 x uni/bi 500k parallel ports	£89.95

miscellaneous software

Various other individual software titles are available. These titles may be interesting to those not wanting to purchase NetConnect v2.

	By Disk	By EMail
Scalos - workbench replacer with advanced features	£20.00	£18.00
Voyager Next Generation	£22.00	£20.00
Microdot-II v1.1 (release) - email and news client	£22.00	£20.00
AmIRC	£22.00	£20.00
AmFTP	£20.00	£18.00
AmTalk	£17.00	£15.00
X-Arc - system archive management tool (handles lha, lzx and zip archives)	£17.00	£15.00
Contact Manager - system addressbook, works with many net/comms programs	£12.00	£10.00
AmTelnet + AmTerm Package Deal	£20.00	£18.00

- *5% Discount when 2-4 Vapor products are bought, 10% Discount for 5+*

internet informer issue 3

The latest issue (issue 3, out Autumn 1998) of our ***Internet Informer*** magazine will be available soon. Wanting to learn more before you connect to the Internet? Still unsure about the costs involved, what hardware you need or what you, as an Amiga user, will obtain from being connected to the Internet? The ***Internet Informer*** gives you this information, extra product specifications and more.

Simon Goodwin explores *QNX* and *HAVi*, the acronyms that encapsulate the software chosen by ***Amiga Inc.*** for the next-generation Amigas.

Exploring QN

The foundations of the new Amiga OS have been derived from QNX, a real-time operating system which was developed in Canada in 1981. QNX runs on PowerPC, Intel and MIPS RISC platforms and it's been explicitly designed to be portable between all sorts of 32-bit and 64-bit processors.

This is a crucial choice for Amiga Inc., who now have three competing 'super chip' systems in their sights and need to establish hardware-independent standards for the new Amiga architecture.

Next generation target markets are gaming, media and broadcasting, the Internet and consumer electronics, all parts of the 'digital convergence' which Amiga Inc. can see coming, and which looks set to banish clumsy Microsoft systems from home computing. The deal between Amiga Inc. and QNX Software Systems Ltd. is a big step in that direction.

QNX is a multitasking operating system, a loose derivative of Unix SVR3 – the version before Commodore's licensed Amiga Unix – described on the website as 'the leading real-time OS for PCs – and now multiplatform.' QNX has been chosen as the lowest level of software in



QNX is the brains behind NASA's Space Shuttle robot arm.

the new Amigas, replacing the Amiga OS kernel built on the Exec library and Power PC equivalents. It won't provide all the multimedia goodies which that system will require because these will come in extra layers, probably following a multi-manufacturer standard called HAVi (see box).

QNX beat off competition from *Linux* (too variable and not real-time), BeOS (too proprietary), Epoc32 (the English contender) and VxWorks (runner up). One contributory factor in favour of QNX was the Amiga experience of its developers. In one early meeting between Amiga Inc. and QNX people, seven out of the nine fielded by QNX were described by AI's representative as 'raving Amiga fanatics', with three still using Amigas every day.

> "It took a long time to find the right partner"
> Amiga Inc. boss Jeff Schindler



"It took a long time to find the right partner," admitted Amiga Inc. boss Jeff Schindler. The agreement with QNX is just one step towards the next generation Amiga architecture, but it's a reliable, scalable, high-performance kernel for systems which should be as ground-breaking as the original Amiga. Interest is already intense; traffic on the T1 line to the QNX website tripled for days after the rumours of the Amiga deal appeared on Usenet.

TRY QNX NOW! AFCD36:-In_the_Mag-/QNX/DEMO.ZIP

ON THIS MONTH'S CD

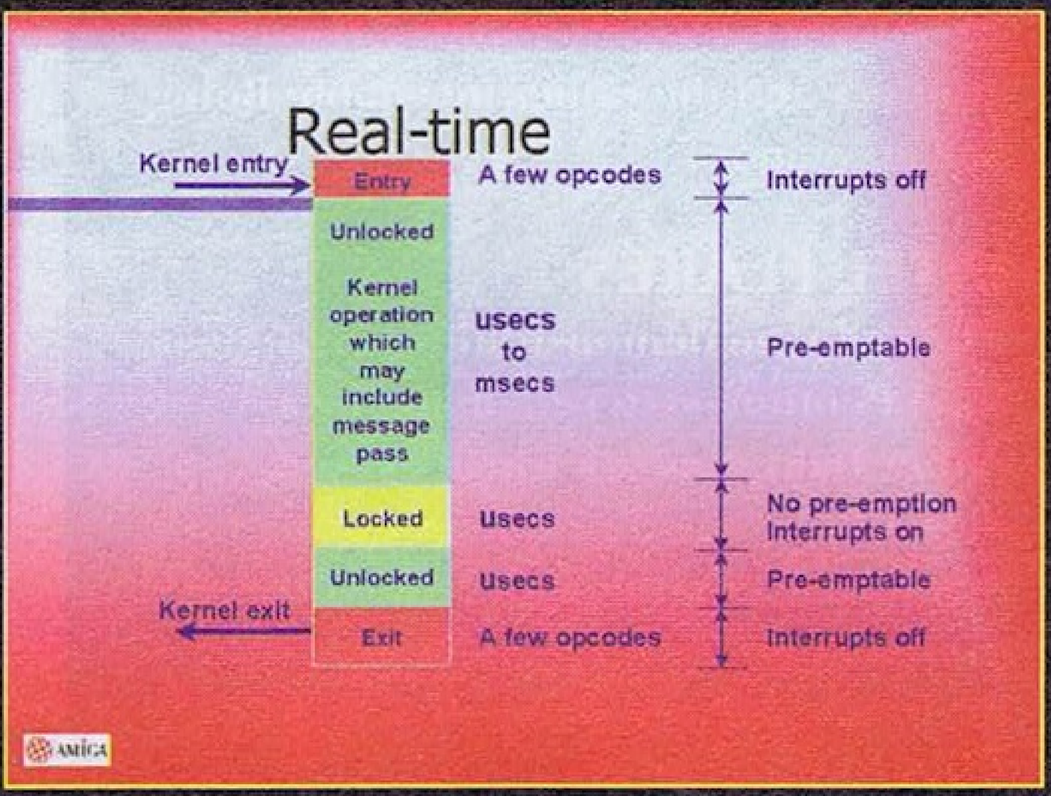
As proof of the power and concise design of QNX, Intel PC users are being invited to download an impressive demo which fits onto a single 1.44Mb disk. The archive, in Zip format, is on the new *AFCD*. It holds a complete operating system with bootstrap loader, a TCP/IP stack, hardware drivers and a fully-featured web browser.

It runs on PCs with a 486 processor, 8Mb of RAM and VGA graphics or better. It's a demonstration of the *QNX Internet Appliance Toolkit*, one of a set of software tools that allow QNX developers to build complete applications quickly and professionally by 'gluing together' carefully-designed, re-useable software components.

The demo is compiled for Intel and compatible systems because that's the most pervasive platform, and RISC code would overflow the 1.44Mb disk. It's a tight squeeze, even using 8-bit Intel opcodes, but the OS libraries and toolkits are portable; all you need is a validated compiler to make them available on any CPU. The ports to PowerPC and MIPS chips demonstrate that the design itself is clean, avoiding Intel-specific warts and traps which bedevil *Linux* and other portable operating systems.

REAL-TIME

Unlike other Unices (sic), QNX is a real-time operating system, which means it guarantees to complete operations in a relatively short time by human standards. The definition of real-time is flexible, and by most standards Amiga OS works in real-time. It's certainly far more 'real-time' than Unix or Windows, which can take seconds to clip a single word from a page or unload a screen blanker. However, some programmers abuse EXEC facilities like FORBID and DISABLE, which are intended to momentarily suspend multitasking during 'critical' operations which must not be interrupted.



Critical regions are strictly controlled in QNX.

In themselves, these calls offer credible real-time behaviour as Commodore guidelines set a maximum of 250 microseconds for such operations. However, this isn't enforced and some systems, notably CyberGraphX and a few Zorro cards, can lock up the system for much longer, causing problems in some professional audio and video applications.

It's essential that the new Amiga should have a real-time OS and QNX fits the bill. It's a mature, tested system with over 100,000 developers on a range of platforms, including Intel boxes, Silicon Graphics workstations and IBM/Motorola PowerPCs, demonstrating the potential for a quick port to the yet-unnamed 'super chips'.

STANDARDS

The new Amiga will use existing standards when appropriate, and QNX supports some of the best already, including: TCP/IP with the new 128-bit addressing (with room to expand to over sixty billion, billion, billion times the size of the current Internet); OpenGL; Unicode; HTML browsing with Javascript; officially-sanctioned *Real Audio* and *Real Video* ports; plus Posix-compliant file systems with pre-read and post-write optimisations and efficient bitmap allocation, similar to the Amiga's BFFS handler.

Code files use the ELF and Dwarf2 formats familiar from PowerUp and *Linux* systems. If it's not there you can plug it in, like the portable web server *Apache*, or their own *TinyWeb* server. Unlike current Amigas, QNX supports resource tracking which simplifies programming so you don't lose memory as you start and quit applications, plus memory protection so a fault in one application or extension shouldn't bring down the rest of the system.

Inevitably, some people will have preferred a rewrite of Amiga's EXEC, and this was considered at length by Amiga Inc. but the timescale was daunting. In practice, QNX shares many good ideas from AmigaOS, like device independence, signals and message passing, plus extras like protection that would be hard to integrate and test for a rehashed Amiga OS. QNX already works and is demonstrably portable.

QNX's 3D graphical user interface *Photon* has a Windoze-like appearance

Continued overleaf ➡

by default, but like the X Windowing System it's configurable to just about any control method and set of gadgets, as demonstrated by the Workbench-style *AmiWM* for X systems. *Photon* supports anti-aliasing for clear text in small sizes, as well as scalable fonts and arbitrary graphics regions with clipping and overlays.

Handwriting and Japanese input modes are provided. The Cologne demo included web browsing in English, German and Japanese, proving that QNX is a genuinely international system, based on the 16-bit Unicode character set. The Cologne demo also included a GUI game, some 3D vector graphics and the rather inevitable Boing ball animation.

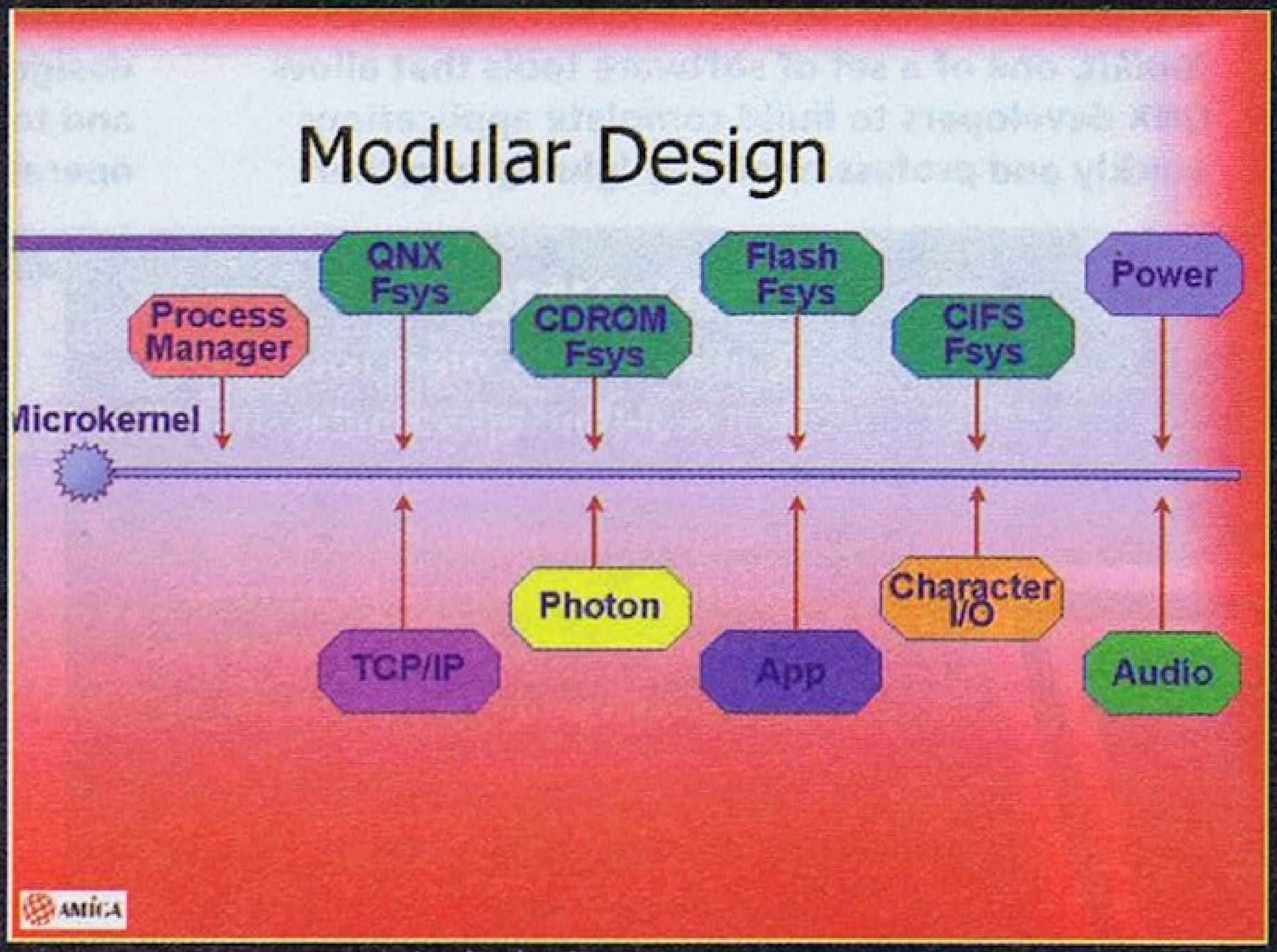
INTEL FLAKES

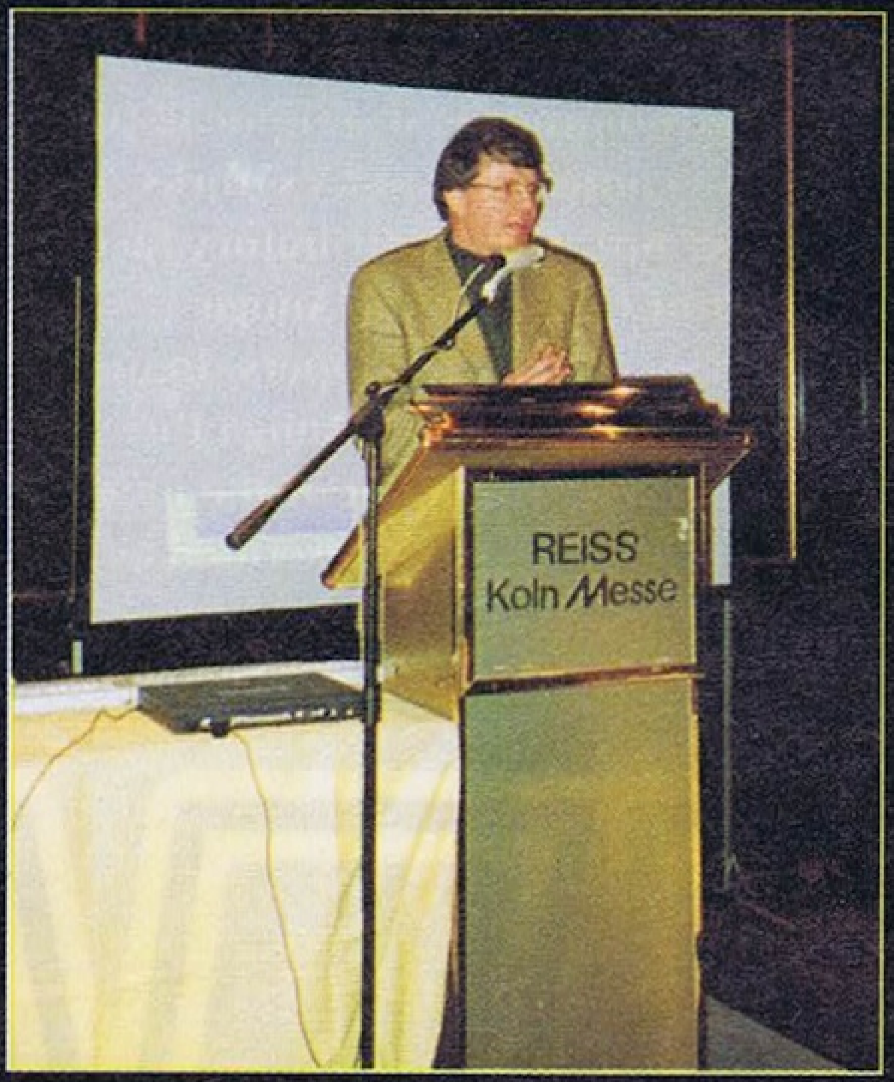
The Cologne demonstration ran on two Intel Pentium systems, linked by a rather flaky network which caused delays before and problems during the demo. The equipment intended for the presentation hadn't made it over from the States, leaving Amiga Inc. and QNX staff juggling PC cards as the crowd thronged outside. We were able to see an application's window jumping between two networked systems, but an attempt to grab a window with *Doom* running in it and drag it, still animating, was itself doomed, leaving a trail of graphic glitches which were blamed on the network hardware. It crashed, but we were ready to believe by then.

The systems were reset and came back up with the applications still running in the same place on each screen, at least demonstrating the resilience of QNX.

Dan Dodge later ran the same programs on a pair of notebook systems which he'd brought with him and they worked flawlessly.

QNX software components make it reliable, concise and flexible.





"My wife still misses *Marble Madness*" – Dan Dodge, QNX boss, returns to the fold.

HAVi

HAVi is a multiplatform standard for electronic appliances, supported by many of the largest electronics companies in the world. The new Amigas are likely to conform to the HAVi standard, allowing networking and compatibility with hundreds of the new digital electronics and multimedia devices which are set for release over the next decade.

The name is short for Home Audio Video Interoperability, pronounced Harvey, and the core specification was agreed in the summer of 1998 by a consortium of European and Japanese consumer electronics giants, including Grundig, Hitachi, Matsushita (Panasonic, Superscope, etc), Philips, Sharp, Sony, Toshiba and Thompson S.A. of France.

Key features of HAVi are appliance interoperability and plug and play connectivity. HAVi allows automatic network adjustments as new devices are added or old ones removed, without the need to reset or otherwise tweak the configuration. HAVi supports network standards like the new IEEE1394, but it isn't tied to any one particular way of getting bits from place to place.

Appliance interoperability means that devices connected by HAVi work together, making use of the functions and capabilities of other parts of the network so the whole becomes much more than the sum of its parts. This is a good fit for the Amiga which has always majored on its ability to do lots of things at once without crippling interactions.

To give a few examples, HAVi appliances won't need to have their 'clocks set' after a power cut. They'll typically have several sources of information about the current time, from digital tuners, battery backed clocks, teletext lines, RDS radio and Internet time servers. HAVi will arbitrate between these so that appliances agree on the current time, in step with the real world.

One remote controller will work with all the devices connected in a HAVi network, and if that network contains a modem, radio or cable connection, remote control can be *really* remote! You could phone your computer at home and check your mail, adjust the heating or set the video at will.

HAVi can shuffle and stream data between devices so that a surround sound decoder or similar filter in one system can serve material playing from another. When you upgrade the .mpg expansion unit, say, in one appliance, its heightened powers will become available to the rest of your system – your TV, CD, satellite and cable connection, for instance, with your Amiga integrated with the whole lot. This should lead to cheaper boxes, eliminating the need for mixers and D to A converters in every appliance, as well as easier upgrades.

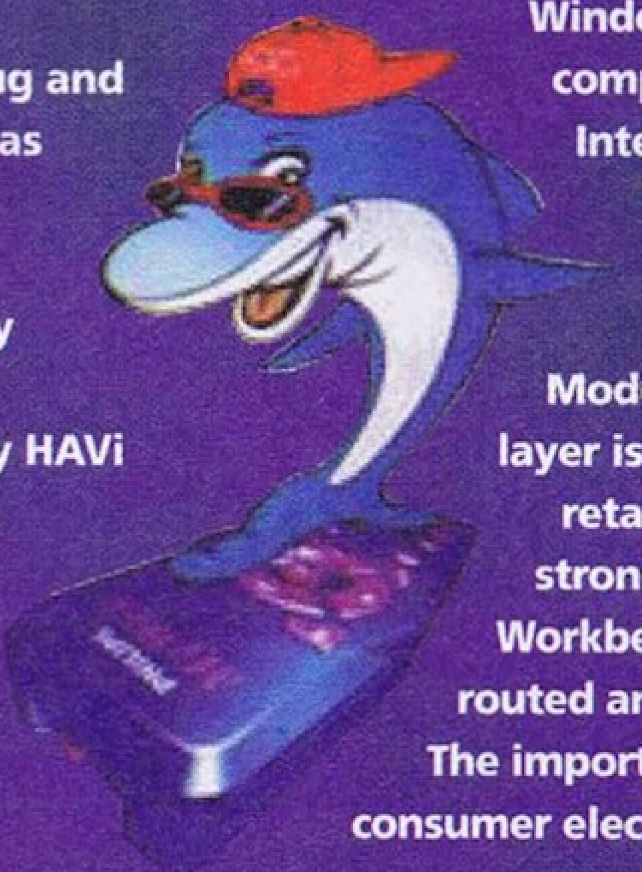
COMPONENTS

HAVi is essentially a software standard; key components include the Communications Media Manager which links individual devices and the network, an Event Manager which tracks and reacts to changes in the network configuration, a Registry to keep track of settings and capabilities (despite the name, more rigorous and less redundant than Microsoft's Windows bodge) and a messaging system to link software components which defines HAVi's Application Programming Interface (API) in a device-independent way. This will be completely familiar to Amigans but it may come as a bit of a culture shock to Windozers.

HAVi device drivers are known as DCMs (Device Control Modules) and have their own software manager. The most visible layer is the Data Driven Interaction (DDI) Controller which supports retargetable graphics and text displays. The Stream Manager, strongly reminiscent of the ARTAS sub-system touted for Amiga Workbench 3.5, allows the flow of video and audio information to be routed and filtered through a multiplicity of channels or 'streams'.

The importance of HAVi is that it reflects the belated realisation of consumer electronics firms that all home appliances, from alarm systems to web browsers, work on digital data and could benefit from being tied together with a unified layer of software. The new Amiga is well placed to form the hub of HAVi systems, with QNX as its real-time operating system and the unparalleled experience of Amiga developers in 'real' multimedia, multi-tasking and mass-market product design.

Amiga Inc's. plans for HAVi are a very new thing, not yet officially announced, but Allan Havemose told *AF* that he's working through a sheaf of HAVi papers 'at least a foot thick', and something like that seems sure to be part of the higher levels of the new Amiga OS. "At this point HAVi is mainly driven by Sony," Havemose told *AF*, "and it isn't that clear if it's going to stick. At this point, we're doing our homework."



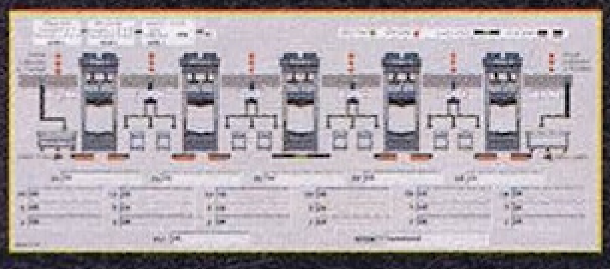
Electronics giants and HAVi consortium members Philips have opted for QNX for their set-top box project, on trial now

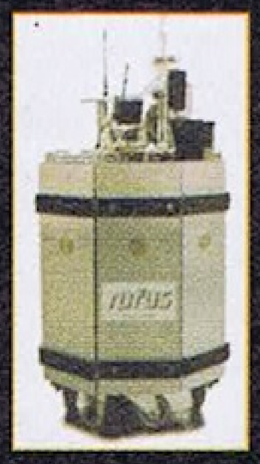
QNX – THE COMPANY

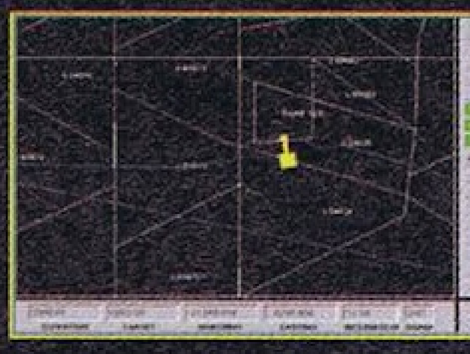
QNX Software Systems are a Canadian limited company with about 200 employees – small compared with the 1,500 that took three years boiling up Windows95 but large in comparison to the original AmigaOS team which seldom numbered more than about 30 engineers.

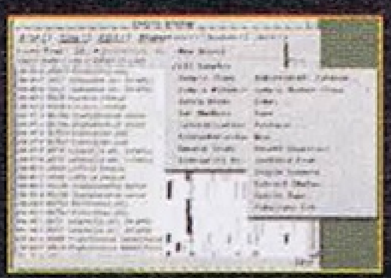
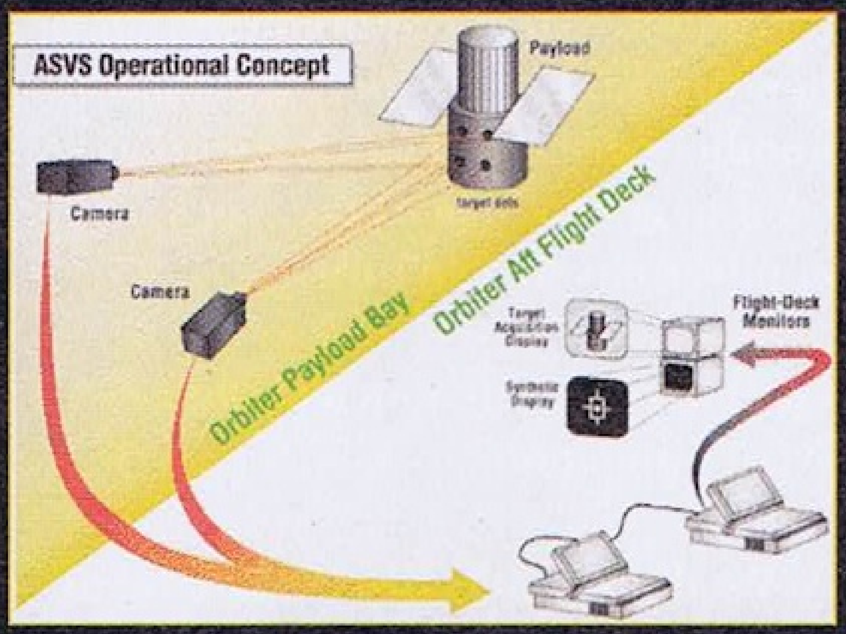
QNX licensees include firms as diverse as Cadbury, Dupont, IBM, Kodak, MetroWorks, NASA and Philips, plus CiscoSystems, who dominate the world market for Internet routers, the VISA credit card clearing service and now our own Amiga Inc.

The Amiga development is a major new direction for the firm, which also has a UK-based lab near Cambridge. "This is an area that our company as a whole thinks is really exciting," said QNX boss Dan Dodge. They'll also continue to address their existing markets in embedded systems. "I hire talent and enthusiasm," Dodge told *AF*. "We have virtually zero staff turnover."

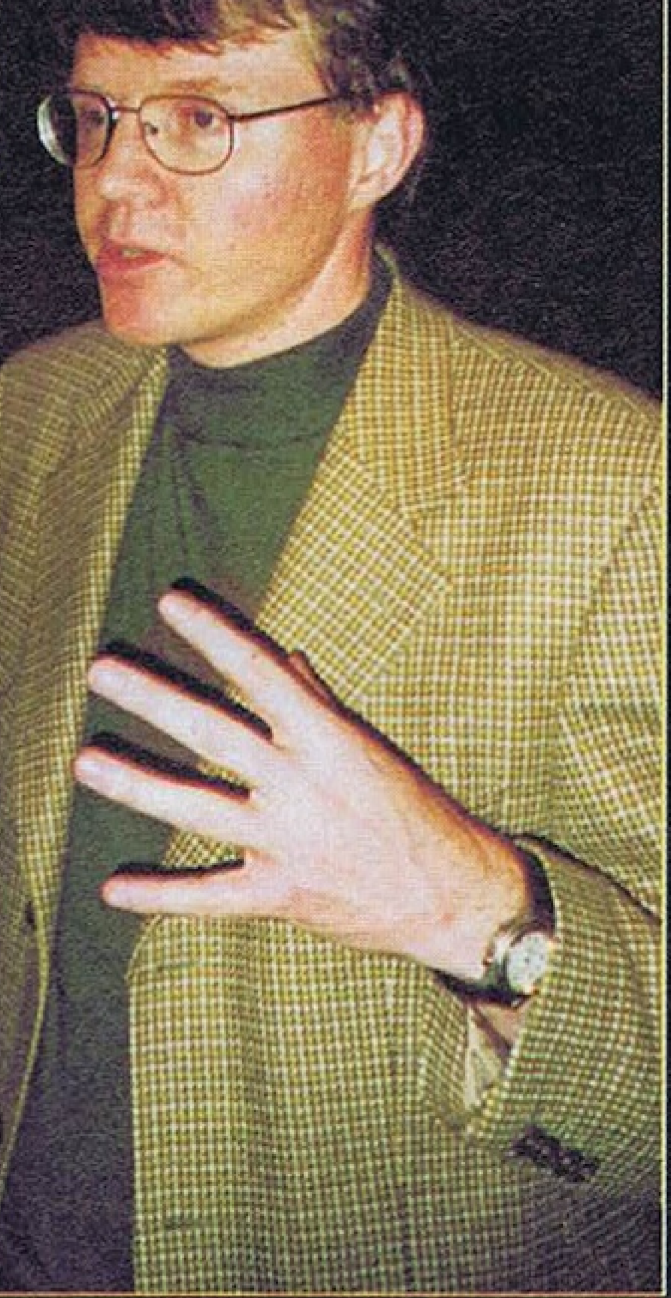







Images of QNX systems embedded in planes, trains, mines, robots, phones, satellites and factories, taken from the company website.

> "This is an area that our company as a whole thinks is really exciting..."
> Dan Dodge, QNX CEO

Future Amigas

The story so far, from **Dr. Allan Havemose**, Vice President of Engineering at ***Amiga Inc***.

Q: What's special about the new Amiga?

A: We want the architecture to scale over a wide range of performance points. For instance, we envision Amiga products as small as hand-held devices with LCD panels, no disks and infra-red connectivity to a desktop Amiga.

It's likely that there will be A1200-class home-computer Amigas with Internet access, high performance graphics, video and audio, able to run browsers, games and productivity applications. Our technology is also well suited for the next generation of game machines and set-top boxes, due to the scalability of the architecture.

We also expect to see video-workstation products like the A4000. The architecture doesn't impose any restrictions on the size or complexity of the types of Amigas we can design.

Q: Why did you select QNX?

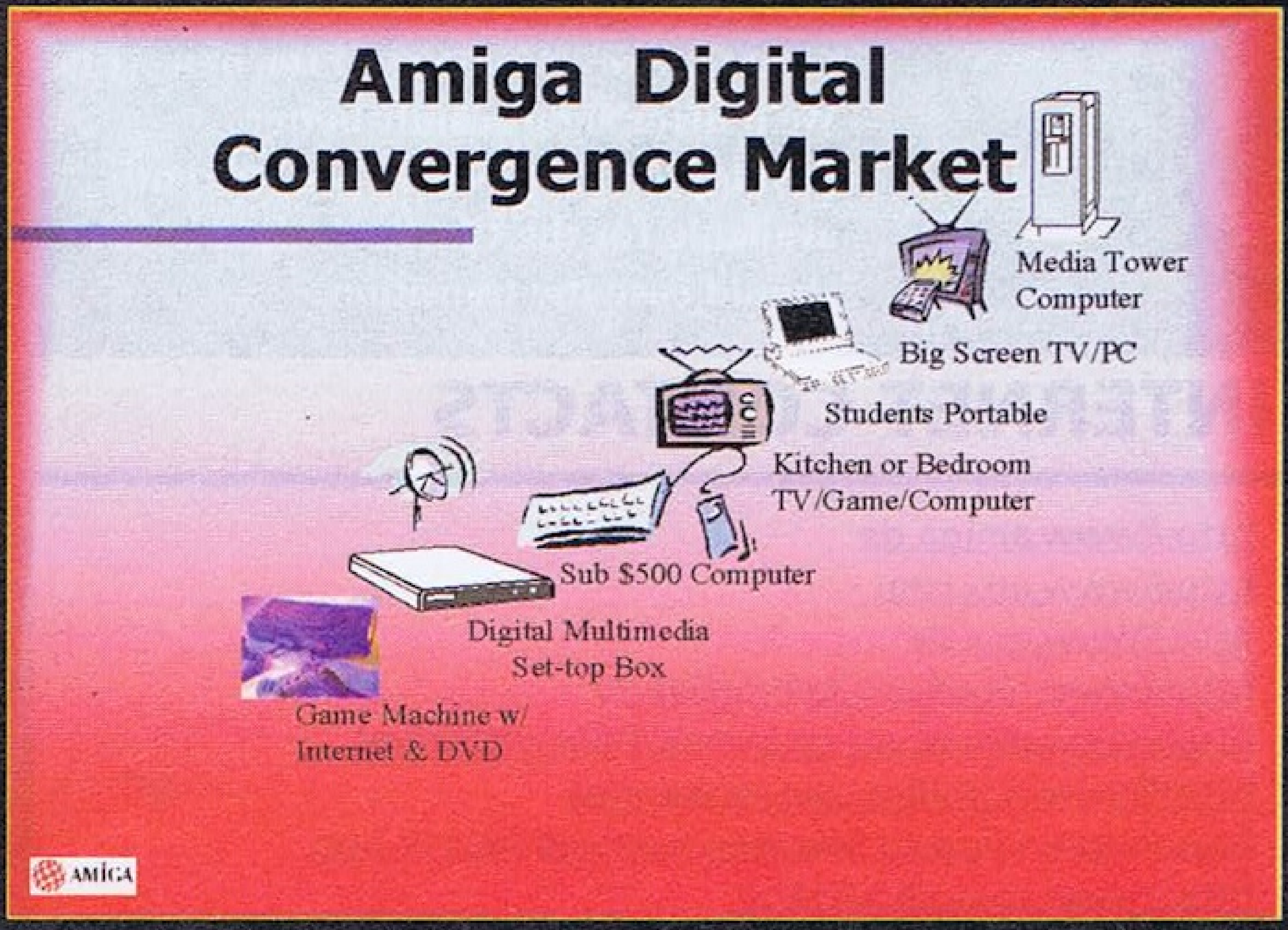
A: Amiga Inc. have set out to develop a new standard architecture for Amiga digital convergence computers; a platform and corresponding architecture that fully supports real-time multimedia, high performance 3D graphics, DVD playback, connectivity to the Internet, state of the art gaming and productivity applications. We're creating an Amiga for the next millennium.

I reviewed virtually every commercial OS on the market, which took a bit longer than anticipated, but after a thorough review of Linux, BeOS, Java, QNX, VxWorks and several others, it was clear to me that QNX was the only commercially-proven operating system that met the majority of our requirements. A brief summary of the key elements in the QNX "foundation OS" are:

1. Micro kernel architecture.
2. Scalable, modular design.
3. Fully protected processes and threads.
This is important because we need a protected model for the markets we're addressing. Virtual memory is also provided. The process/thread programming model is the natural extension to the Task model provided in the Classic Amiga.
4. Scaling from diskless systems with little RAM to hundreds of transparently networked computers.
5. Multi-processor support.
6. Transparent networking.
QNX allows transparent sharing of networked resources. At the press announcement, we demonstrated a "live running" application moving from one computer to another over the network.

We also showed a QNX version of *Doom* running with half of the game on one computer and the other half on another computer. The displays were next to each other so you could see *Doom* work on the two systems simultaneously.

7. Hard real-time.
This enables significantly better multimedia applications where synchronised audio, video and computer



New Amigas will span the range from workstations to gaming and set-top boxes.

Continued overleaf ➡

generated graphics are critical.
8. Full networking support with TCP/IP, browser and Java. Furthermore, the QNX system is POSIX compliant.

Q: What exactly do you mean by "Foundation OS"?

A: Good question. The alliance with QNX is virtually a perfect fit. QNX will provide the lower levels of the operating system. Examples include kernel, device drivers, virtual memory, TCP/IP stack, etc. We call those modules the "Foundation OS". We still have the vast majority of work ahead of us so it's going to take a while before you'll see "real" systems.

Amiga Inc. will concentrate on multimedia, 3D graphics, .mpg, gaming interfaces, digital convergence APIs, preferences and user interfaces. Amiga Inc. will develop everything that a typical user will come into contact with, while QNX is providing much of the underlying operating system technology.

It's a very clean division of responsibility which lets each party contribute the components where they have their expertise.

Q: What will the new Amigas look like?

A: Our initial focus is to create a system for in-house development and later make it available to developers. The development system is pretty much a standard PC but with high-end graphics, audio and video cards. We chose the PC platform based on cost and availability of technology. It doesn't mean that the Amiga is becoming "just another PC".

It's like the early days, where the original Amiga was developed on Sun and Apollo workstations. We initially developed Amiga applications on PCs using a Lattice cross compiler.

Anyway, we'll be self-hosted, which means that you'll be able to develop Amiga software on an Amiga. No Windows, Unix or anything else is needed, only a PC running the new Amiga OS 5.

Q: Will this be a genuine Amiga?

A: Yes it will. I want to design and develop a new Amiga that's as revolutionary as the original was in 1985. Both software and silicon technology have been innovated at incredible rates over the last 10 years, so a new Amiga will have to be different.

I went back and revisited every design decision, architectural constraint and OS limitation to distil down the essence of an Amiga: "power, elegance and simplicity". Those have been my guiding mantras when writing the requirements for the new Amiga and they're the basis for the decision to team up with QNX.

Q: What's your Amiga background?

A: I got my first Amiga in 1985, the second Amiga 1000 in Denmark. Commodore kept the first one. I remember receiving my Workbench 1.2 upgrade kit.

I founded a software company developing CAD systems on the Amiga, later joined Commodore Europe and ended up running the Amiga software development group.

I was responsible for Amiga OS 2.1, OS 3.0 and 3.1, the OS we have today, including A1200, A4000 and CD^{32}.

Q: Should Amiga developers start programming for QNX now?

A: No. Remember that QNX is providing only the foundation. Amiga Inc. are providing all gaming, graphics, multimedia, audio and user-interface programming interfaces.

If a developer wants to understand the underlying QNX process model then they can do some reading now, but I would encourage developers to spend their resources planning new applications, and would recommend that they hold off until we've released the development system.



"We know it can be done right" Allan Havemose, Amiga Inc. Technology & Development VP

Q: Will developers have to re-write all of their applications for the next-generation Amigas?

A: Yes. The new OS has a programming model that is similar to the Classic Amiga's, but significantly different. In particular, the new OS features processes and threads (a "thread" is like an Amiga Process/Task), virtual memory and a very clean micro kernel architecture. All access to hardware is through drivers so if an application "hits the hardware" it won't work.

Most well-written applications should port easily, but to get all the benefits of the new architecture you'll want to take advantage of the new APIs. We'll offer significantly better development tools than are currently available for the Classic Amiga, which should ease the transition.

INTERNET CONTACTS

http://www.amiga.de
http://www.qnx.com
http://www.qnx.de
http://www.hitachi.co.jp/Prod/HAVi/
http://www.panasonic.co.jp/corp/HII/AV-IOP.html
http://www.sv.philips.com/news/press
http://www.sharp.co.jp/sc/gaiyou/news/980514.htm
http://www.sony.co.jp/HAVi/
http://www.toshiba.co.jp/about/press/1998_05/index_j.htm

Q: What about running our Classic Amiga applications?

A: For the Development System, we're investigating either a "Classic Amiga PCI card" or a "Classic Amiga Emulator". Therefore, well-behaved 3.1/3.5 Classic Amiga applications should work. More details later…

Q: What about the "mystery chip" which you talked about at the World of Amiga Show in London?

A: The chip is doing fine, thank you. More to the point, our open architecture will support a wide range of multimedia chips. The mystery chip was discussed merely to put forth the minimum system requirements for the new Amiga. Use the performance numbers discussed as a baseline if you want to get an idea of the types of applications we can host.

Q: You didn't talk much about OS 3.5. What's going on?

A: We didn't really discuss OS 3.5 in detail because we were announcing the alliance with QNX and we wanted to stay focused on the next generation.

The Amiga OS upgrade information is available, but I've personally spent little time on the OS upgrade, so I would rather refer your readers to our website instead.

Unfortunately, a former contractor for Amiga Inc. has been widely quoted in the Amiga press on OS 3.5, it's features and future. While correct on some of the details, the opinions he expressed are his own and not those of Amiga Inc. We're still working with a small group of Amiga software developers to finalise the content of 3.5. I can only urge your readers to visit our website frequently.

Everyone should recognise that compatibility testing will take quite a while. One of the reasons why the Amiga is still doing so well is the quality and stability of the operating system. I'm insisting on a high degree of testing before we release.

Q: Is there anything else you would like to add?

A: Only that "it's happening". Amiga Inc. are working very hard to create a new Amiga and this will take time. Everyone should try to understand that.

I don't want to release a half-baked new Amiga and have it fall flat on its face. I want to do this right; Amiga Inc. want to do this right. If you don't hear a whole lot from Amiga Inc. on the new Amigas, it's because we're working and not spending our time talking.

I'd encourage everyone to follow the Amiga press and visit Amiga Inc. at our website, which can be found at http://www.amiga.com.



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http://www.hisoft.co.uk
http://www.weirdscience.co.uk
http://www.softwarehut.com
http://www.sasg.com
http://www.nordicglobal.com
http://www.vapor.com

Shopping Online!

For all you shopaholics out there, there's a new way to spend your readies. Ben Vost gets his plastic out…

Doing business on the web has been a holy grail ever since Tim Berners-Lee invented the thing way back in the misty depths of the early '90s (he actually came up with the idea in late 1989). However, until the appearance of secure servers, online transaction schemes like First Virtual, plus the security of being only one of 90,000,000 people online at any one time, being able to shop on the net was one of those things that people always talked about as an advantage to being connected up, without actually doing much of it themselves.

The main reason was that people were scared of using the Internet as a way to send money – they didn't want to give their credit card numbers out in what seemed to be an insecure way. But how much more insecure is it to fill in a form on a website than it is to give your credit card to a shop assistant, or worse yet, a waiter or waitress and let them go away with it for a bit?

Credit or debit cards have always been a double edged sword, but card number theft is much less prevalent than it has ever been, thanks mainly to the fact that the sheer numbers of cards, numbers and Internet users (since that's what we're talking about) have doubled or tripled over the last ten years.

So far we've only talked about credit card transactions on the web, but rest assured, if you don't have one of the devil's playing cards, there are other ways to shop online and we'll come to them soon enough. However, since card payments are so common these days, we'll be concentrating on them.

The next positive event in online commerce was the development of SSL, or Secure Sockets Library. This is a system of strong encryption of data passing from browser to server to ensure that any details you send cannot be easily intercepted or decrypted if they're intercepted. Although the first version of it came out in 1994, it didn't really affect many people and Amigans weren't able to take advantage of SSL until Voyager introduced it early in 1997.

Then there was the fact that although "industry" types had been shouting about online commerce for ages, not many people were doing it, and those who were doing it weren't making any money. However, times change and although there still isn't an

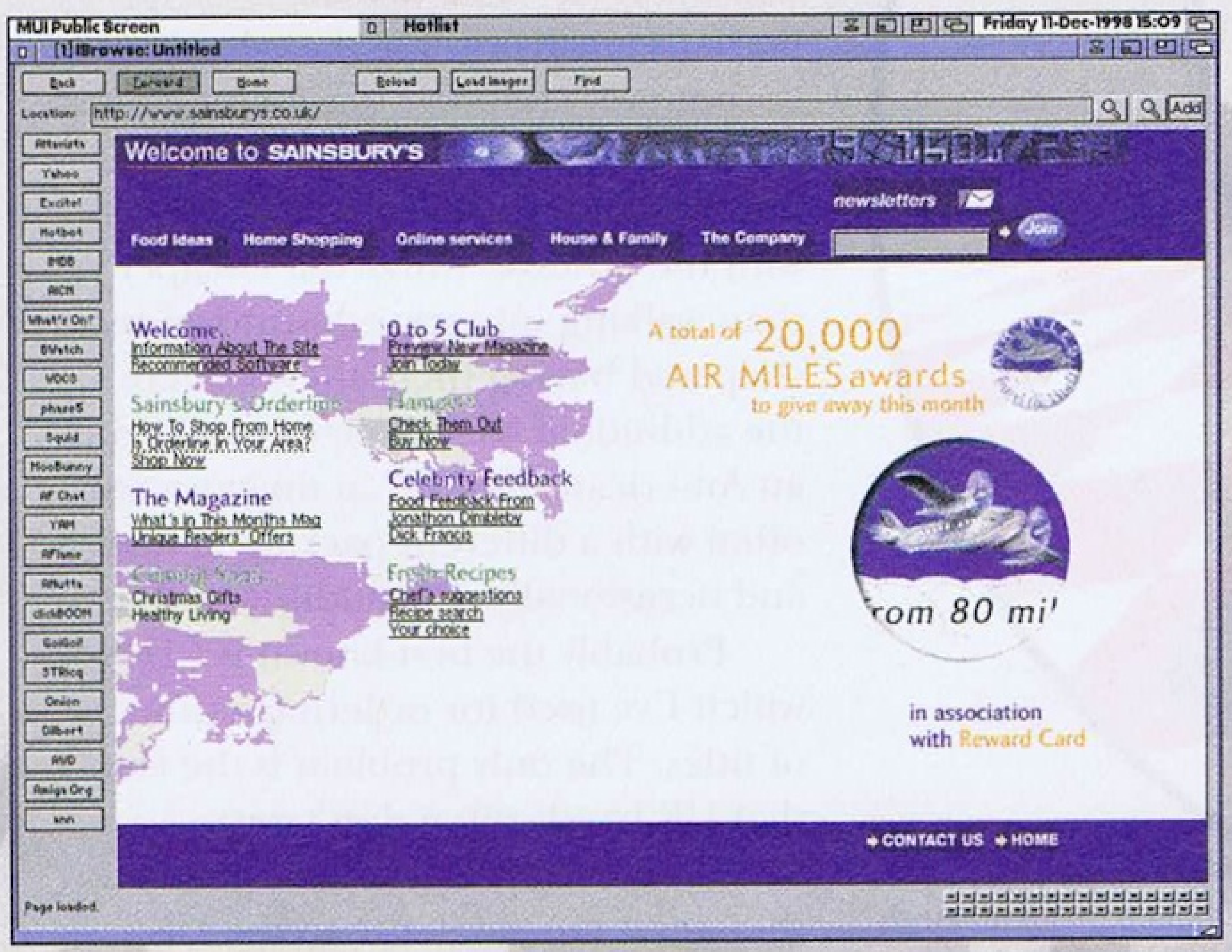


FOOD AND SO ON

We'll head straight for the staff of life and the like. Food shopping might not be the ideal candidate for online purchasing (it's hard to look out for those orange stickered items that are going to go off shortly, and even harder to receive them in the post before they do), but there are a variety of items that can be purchased online. Both Sainsburys and Tesco offer a website for online shopping, but beware of the Sainsburys one as you'll need to have a Javascript-enhanced browser before you can order any food from it. Tesco also have an online shopping facility, but it's less well-developed than the Sainsburys one.

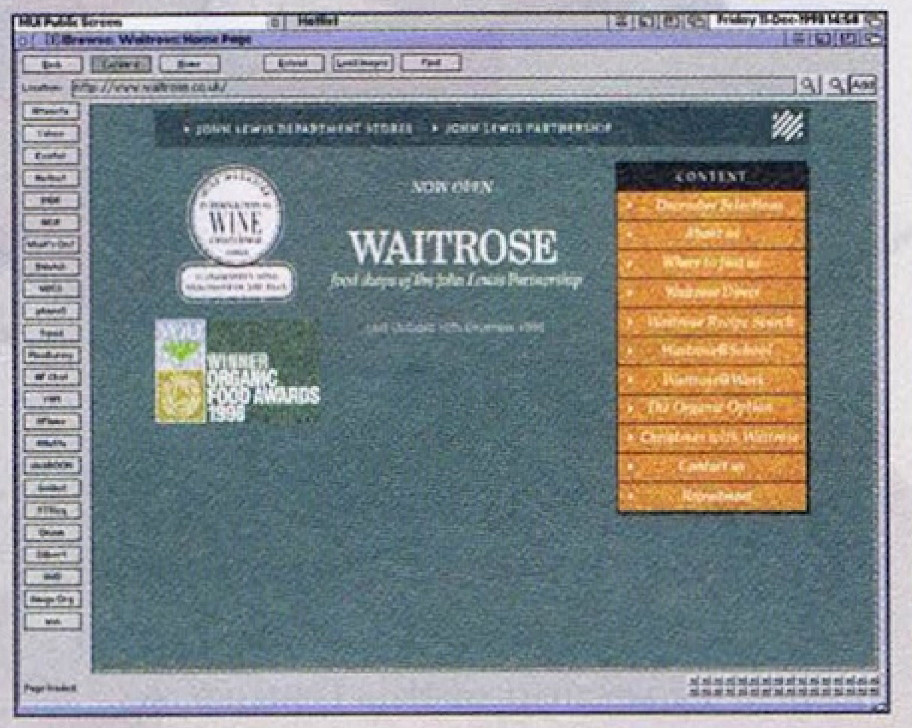
Waitrose offer a similar service, but only for flowers and wine, like the earlier incarnations of the Sainsburys and Tesco services. However, if you have a PC you can download a program which runs on your desktop and allows you to order all manner of produce. Somerfield also have a website, but it too only offers flowers and gift certificates for online ordering. As I write this, Victoria Wine and Threshers are merging, but by the time you read this they'll probably have an online ordering service again.

As you can probably tell, ordering items like wine or cheese is easy over the net, but things like fresh fruit are a lot harder due to the vagaries of the postal system – while it's good in this country, it can pose something of a problem if overseas postal services are required at some point in the transit of your order.



Although there don't seem to be many places where Sainsbury's will deliver, you can get flowers, etc, from them anywhere in the UK.







All the supermarkets have an online presence, with varying degrees of usefulness.



Shopping over the net should really appeal to gourmets.

Gourmet foods like smoked salmon are available, although not usually in this country. I did manage to find one place that offered online ordering in Scotland, but unfortunately the site was broken under *iBrowse*.

FOOD SHOPS ONLINE:

http://www.sainsburys.co.uk
http://www.tesco.co.uk
http://www.waitrose.co.uk
http://www.somerfield.co.uk
http://www.threshers.co.uk
http://www.cheesemonger.com
http://www.highlandtrail.co.uk

> *I'm not suggesting that you become a total recluse, like Sandra Bullock in the execrable film The Net…*

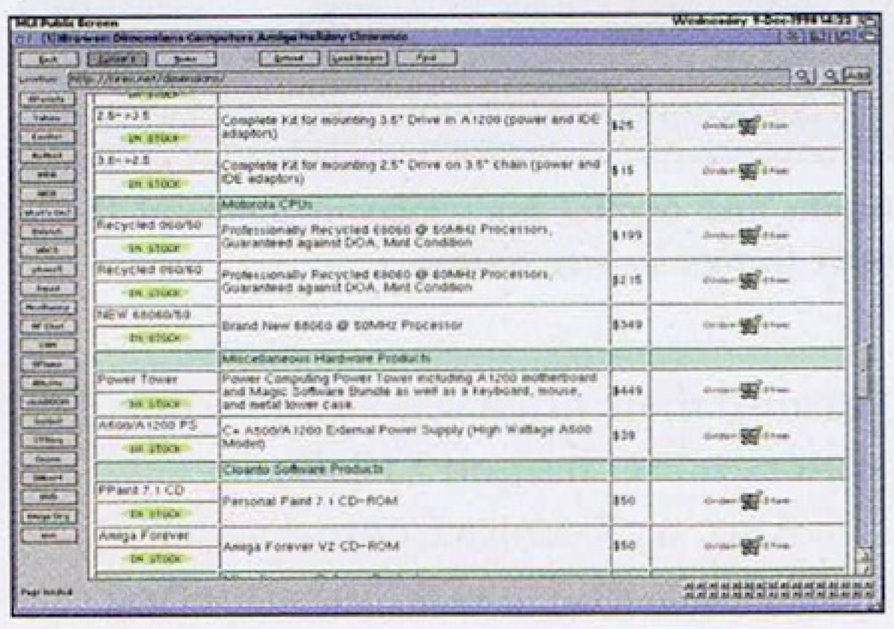
easy way to pay online, especially for what pundits are calling microcharges (pennies at a time), people around the world are a lot more confident about using online services for shopping.

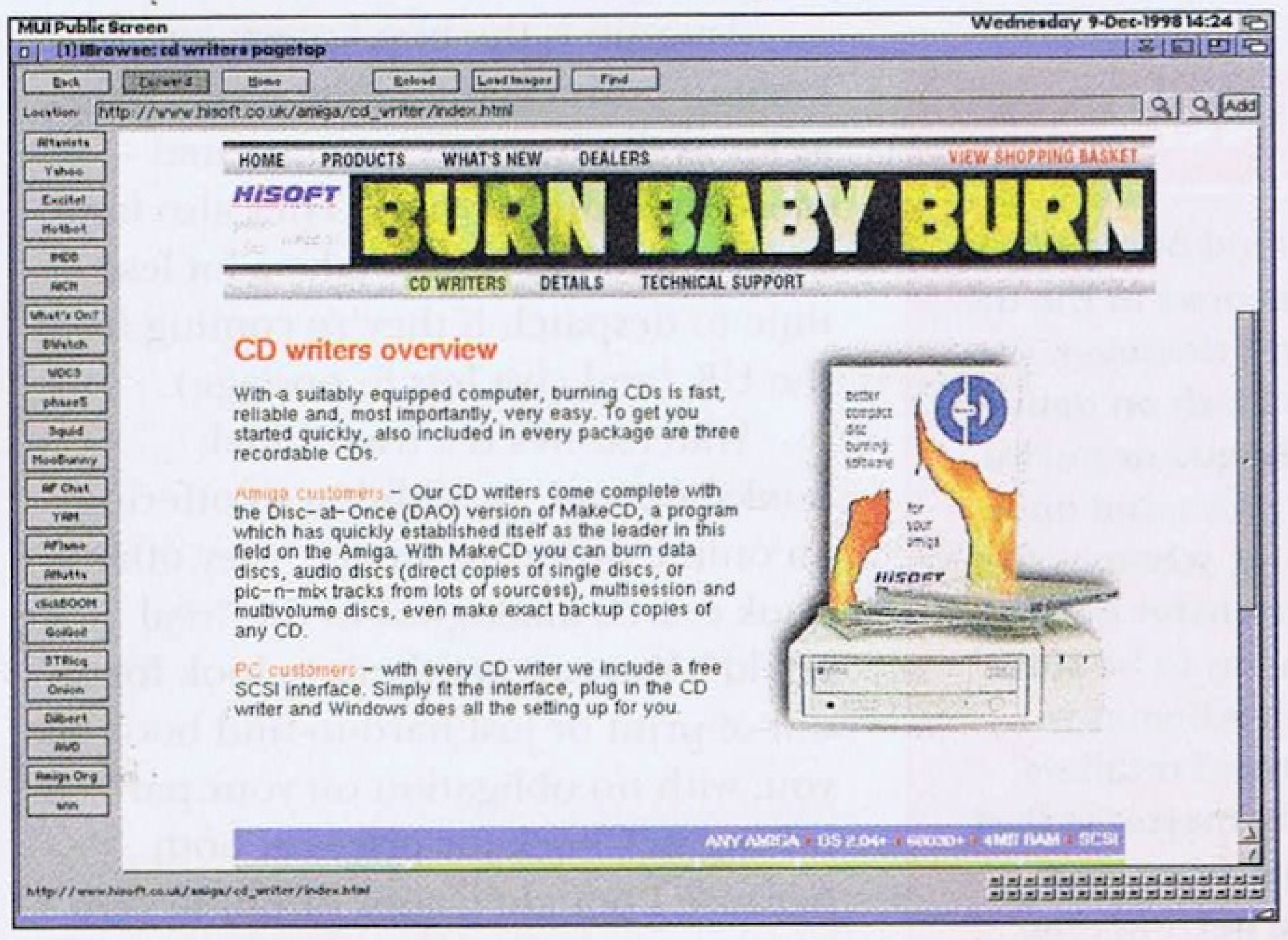
I'm not suggesting that you become a total recluse, like Sandra Bullock in the execrable film *The Net*, sitting at your desk all day ordering groceries, but there are certain things that are not only very easy to order online, but also quite appropriate.

Amiga owners have quite a good percentage of dealers with an online shopping facility, like Weird Science, HiSoft and other non-UK ones like Software Hut, making it easy to be able to buy stuff from anywhere in the world. There are also plenty that don't offer such a service, although they will accept email orders.

The most obvious choice for online ordering is with Internet software and you can buy *Miami*, *Voyager* and others online, as well as *MUI* and *Magic Workbench*. The list obviously doesn't end with Amiga goods as there's a huge variety of things you can buy online.

Continued overleaf ➡





Let's not forget the all-important Amiga online shopping services.

WHAT'S IN A NAME?

If you're looking for a particular brand, it's often much easier to just use the brand name encapsulated with "www." at the start and ".co.uk" at the end for companies based in the UK, or ".com" for a less focused try.

For example, I found all the supermarkets by simply using their names and "www." and ".co.uk" and accessed them straight away. If I'd gone to Yahoo UK, I would have had to type in the name anyway and then gone through the results list – hardly an arduous task, but it always pays to try the name yourself first.

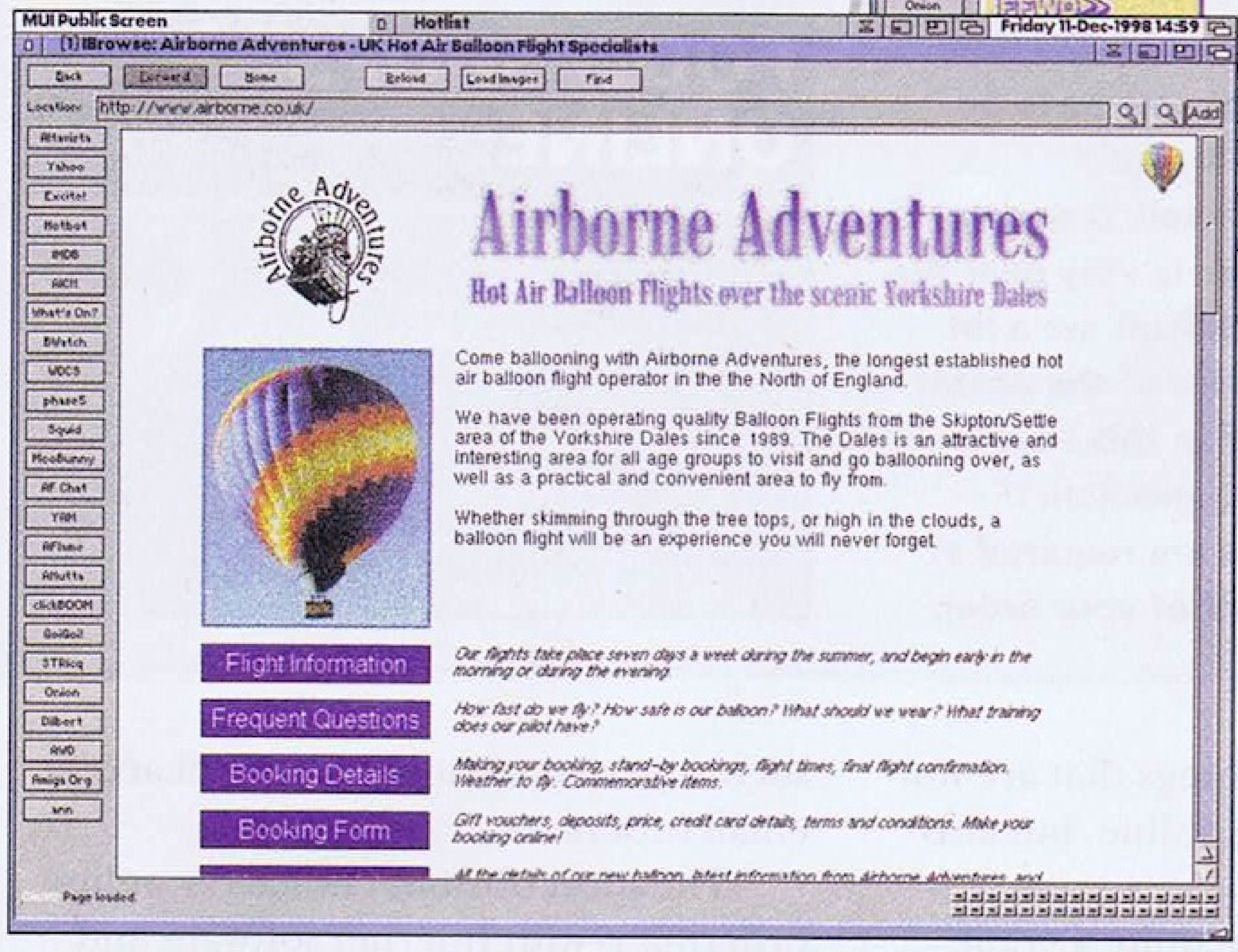


GIFTS

Gifts are a bit tricky to define. Are flowers gifts? Is whisky? Cheese? CDs? Well, I may have already covered them in another section of this feature, so don't be disappointed if you can't find what you're looking for here.

Also, it seems that the usual gift voucher thing isn't really done by companies like WHSmith, who don't even currently have a website, although the supermarkets and record shops online all offer them.

Searching for the words "gift", "voucher" and whatever you're interested in, using a search engine, is usually quite successful.



Take me for a ride in your beautiful balloon. Mind you, have you seen the prices? Blimey!

GIFTS ONLINE:

http://www.interflora.co.uk
http://www.airborne.co.uk/
http://www.sherlock.co.uk/aintree/

OTHER WAYS OF PAYING?

Most websites these days insist upon some kind of credit or debit card for ordering products and only the ones in the UK will offer the kind of "local" cards like Switch. However, you can usually place an order via email for COD (cash on delivery – far more popular in the states) or pay by cheque or postal order (in which case your order will only be processed once payment reaches the company). Unfortunately, schemes like Mondex, which would allow ETF (electronic transfer of funds) without first requiring a credit card, are proving to be slow to take off. Although there are several e-cash schemes in operation, they aren't widely supported by most retailers.

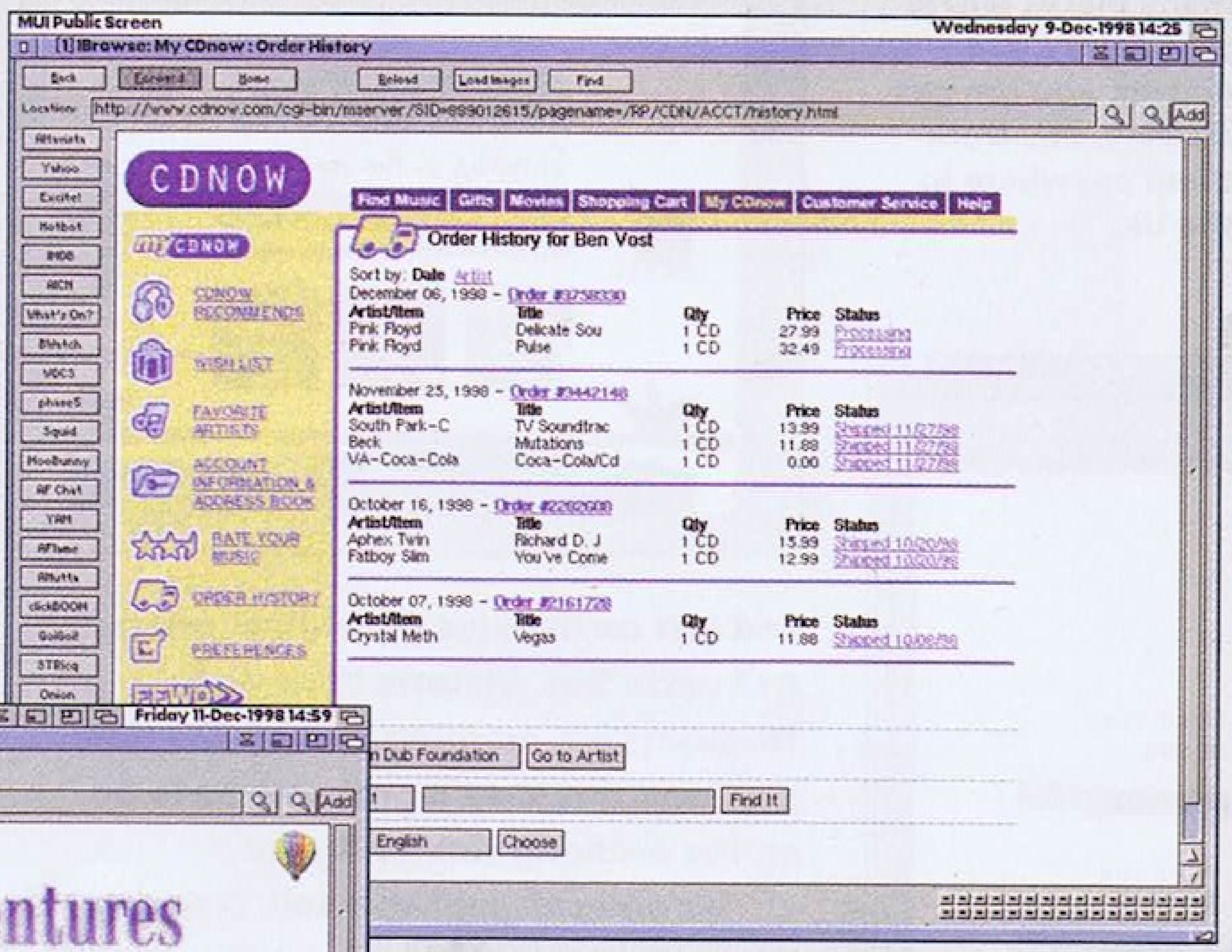
This is a great shame, but the truth of the matter is that Visa-capable debit cards are pretty easy to get from your bank these days, and it might be worthwhile getting one.

CDS AND VIDEOS

Perhaps unsurprisingly, CDs have become very popular online purchases, especially considering the fact that purchasing them from America, even with the postage, works out cheaper than walking into your downtown record shop and buying them there. There's the additional advantage of you having an American "import" at no extra cost, often with a different packaging design and occasionally with additional tracks.

Probably the best-known is CD Now, which I've used for ordering a number of titles. The only problem is the fact that UK bands often don't get distribution in the States, or if they do they get it much later than the UK, which means it can be hard, or expensive, to buy the latest tunes from less than major bands, especially ones signed to small independent record labels. Purchasing several items at once usually results in lower postage fees and you're billed in US dollars so watch the exchange rate to get the very best deals.

My favourite CD site is CD Now. Although it's based Stateside, it's still a quick and efficient service.



Items usually take a week to two to arrive, although I ordered some CDs from them at the end of November and they still haven't arrived, so allow a long lead time and be pleasantly surprised if they arrive early.

Black Star in the UK have the same policy of offering CDs (and videos) at much lower prices than the standard exorbitant UK retail, and they're much better placed to offer CDs by UK bands. However, their site is still young and isn't as accomplished as the CD Now website which offers reviews of most of their titles, shots of the cover artwork, track listings and more.

Black Star offer something more



BlackStar offer discounted videos, books and CDs for UK residents.

BOOKS

Books were one of the first offerings on the net and an online bookshop has a huge advantage over a real one in the amount of different titles it can offer, without having to have a large shop front.

Amazon is the best-known and has been in business for a long time (well, as far as the Internet is concerned – more than three years). They also have a UK branch so orders take a lot less time to despatch if they're coming from the UK (and cost less in postage).

Waterstones is a traditional bookshop and, in addition to offering an online ordering service, they offer a book search analogous to the "real world". You can get them to look for an out-of-print or just hard-to-find book for you, with no obligation on your part for buying it. Check for prices at both because I bought a copy of Bill Bryson's *Notes from a Big Country* from Amazon because their price was £10.19 while Waterstones charged £12.99.





Books and comics are probably some of the best things to buy online.

Also, try Comics Central which, annoyingly, only has online ordering



You can order online at HMV, but you won't save any money on shop prices.

than CD Now because they also sell videos. These are proper PAL videos too so you don't need an expensive multi-standard video recorder to view them. They also usually come in proper plastic video cases rather than American-style cardboard slips.

You can also save substantial sums over shop prices on videos through Black Star. For the purposes of this article, I ordered the two *South Park* box sets of videos for a price of £25 each, as opposed to the £34.99 our local HMV charges. I placed the order yesterday and I got them today, post free.

CDS AND VIDEOS ONLINE:

http://www.blackstar.co.uk
http://www.cdnow.com
http://www.hmv.co.uk

for some lines and not all, although they'll take an email order from you.

BOOKS ONLINE:

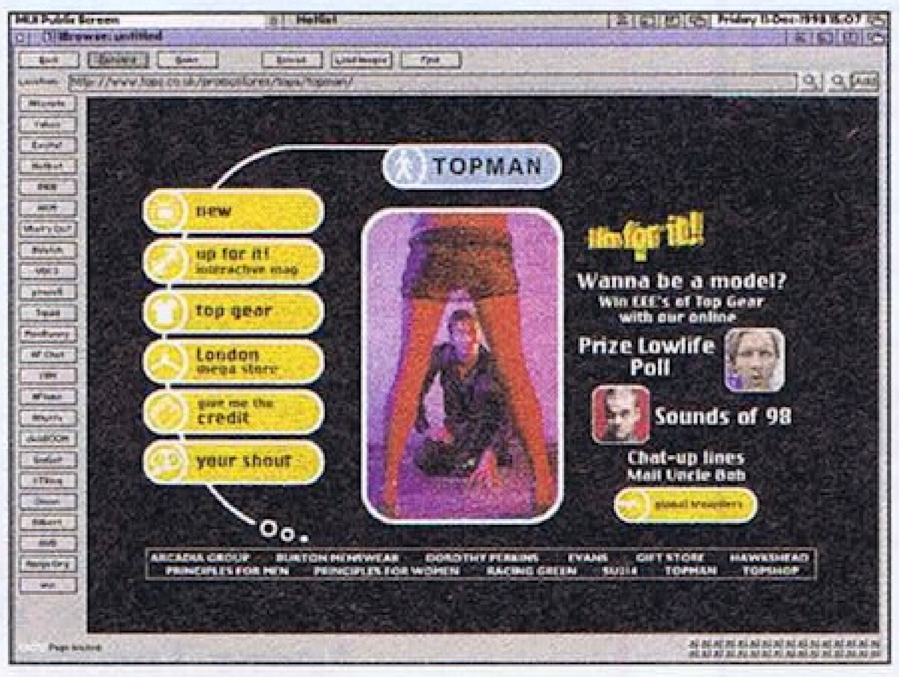
http://www.amazon.com
http://www.amazon.co.uk
http://www.waterstones.co.uk
http://www.comic-central.com

CLOTHING

Clothing proved to be disappointing considering that it would appear to be an ideal candidate for online shopping after the success of mail order clothes catalogues, particularly the Next Directory. There are some designers online, like Paul Smith, but a

CLOTHING ONLINE:

http://www.next.co.uk
http://www.tops.co.uk/promostores/tops/topman/
http://www.marks-and-spencer.co.uk
http://www.gap.com/onlinestore/gap/





I didn't have much luck getting new threads over the Internet.

few sites need silliness like *Shockwave*. The Gap's site has quite a nice method of ordering "gift sets" of clothing, but they'll only deliver inside the continental United States and Canada.

Overall, if you need to buy new clobber, you're still better off going into town and saying "that's nice" to your girlfriend for about six hours.

OTHER SERVICES

Crikey! I could write four pages on "other services" alone. You can buy all sorts of weird stuff online, from marital aids and condom vending machines to tents, camping equipment and nuns' habits. I've included three items of interest which should illustrate the variety of shopping which is available.

The first is Richer Sounds, the audio chain that seem to really be customer-friendly. You can't expect the same level of customer-friendliness on a website and they don't offer online ordering of expensive things, but consumables, cables, stylii and the like are all available.

The second one is, ahem, Newcastle United Football Club's page, where you can pick up some lots of merchandise, including expensive but classy kit, shades and, I kid you not, an official NUFC flat cap.

Finally there's NetGames, providing PC, N64 and PlayStation games for sale over the net. Their selection isn't great and, even worse, an order I placed with them took more than two weeks to arrive and was overpriced by the time it did (I ordered *Grand Theft Auto* before it came out on Platinum and they waited until it had before shipping it).



You can get console games online in the UK, but I didn't find the service from NetGames to be too brilliant.

OTHER SERVICES ONLINE:

http://www.richersounds.co.uk
http://ssl.nufc.co.uk/nufc/
http://www.netgames.co.uk

Anyway, these are just a few of the online ordering services you can use, even with Amiga browsers (since they all recommend *Netscape* or *IE*). I've spent far too much money trying them out to one extent or another, but it's been worth it as I now have a new avenue of purchase that doesn't involve me having to traipse into town on a cold, wet day like today to buy things that are at full retail price. Don't spend too much money now...

HOW SECURE?

Given that people are very free and easy with their credit cards in shops, restaurants, cinemas and pubs, it's somewhat surprising to me to hear that a lot of people think that the Internet is insecure as a transaction medium. Here are some facts about credit card fraud:

1 If you've given your card to a waiter or waitress and they have to leave your table to swipe your card so that you can pay the bill, there's no reason why they can't take a note of your name, card number and expiry date to use at a later date.

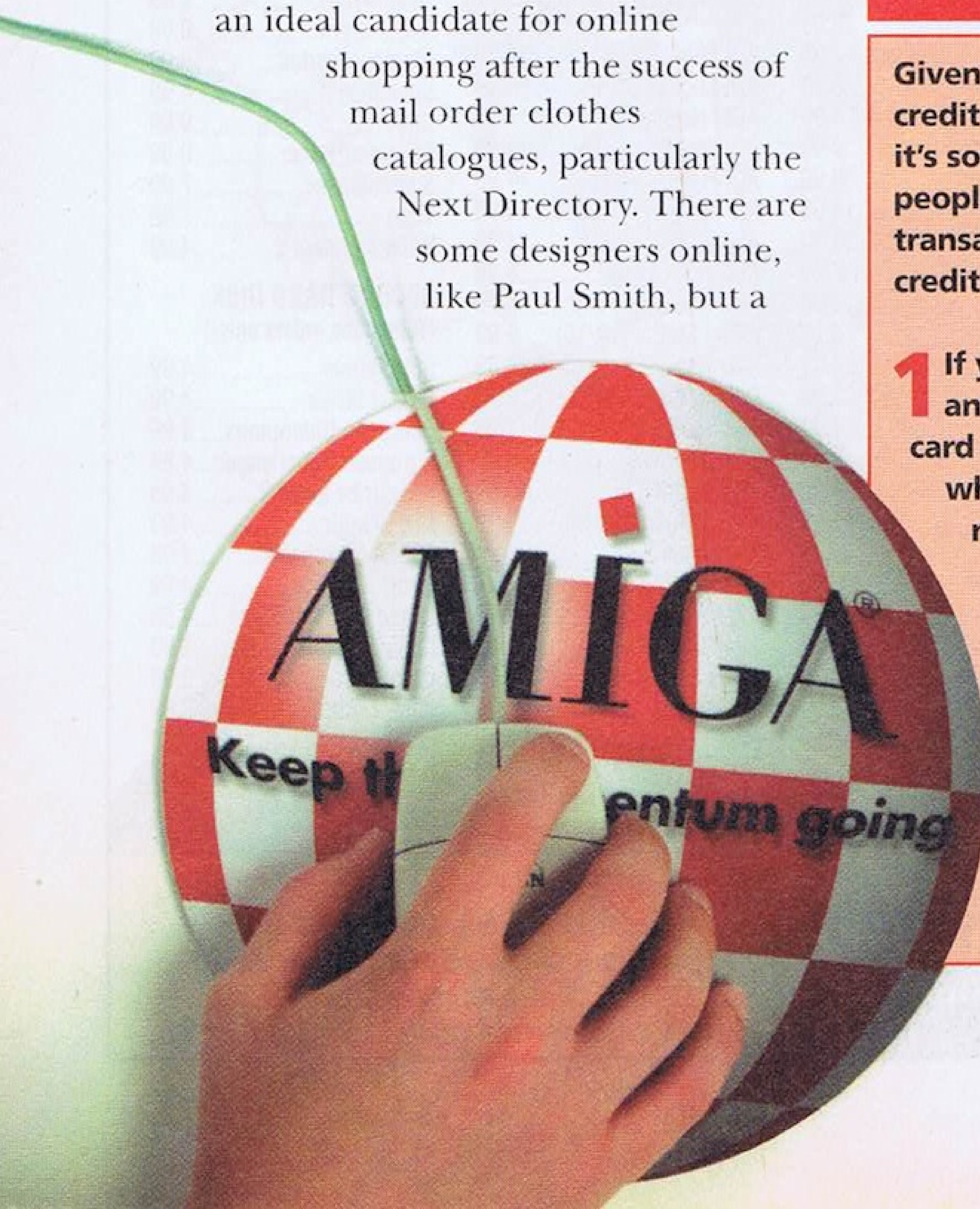
2 Internet email is packet-based, so if you're sending your credit card number by mail, any potential credit card thief (apart from the people at the receiving end) would have to intercept all the packets that go to make up your email message. There may be several hundred of these, even in a relatively small email.

3 Not only that, they'd also have to sift through the billions of packets that are constantly flying around the net at all times. Other emails, ftp transfers, http accesses and the like are going on all the time, and not all your packets will be travelling by the same route, making tracking even harder.

4 Even if you use a web page form, the data is still sent in packet form to the server, and it's likely to be encrypted by SSL anyway. You stand a bigger risk from people looking over your shoulder as you type in your card number than you do from some website using your card number illicitly.

5 Most credit cards have inbuilt insurance so if you can prove that your card number has been used without your consent you can do something about it. At the very least, you can get a new card number.

6 The simple solution to credit card fraud is not to use a credit card, just like the easiest way not to get killed crossing the road is not to cross, but this isn't a very useful solution.



SCREENPLAY

The latest games, hints and some clever programming from you!



The reason for this rather ridiculous pose? Well, it's down to frustration. We've only got one new Amiga CD of games to review this month yet there are so many that are just around the corner that look absolutely fantastic.

Simon was so excited by last month's sneak peek at *Tales of Tamar* that he's had a much more in-depth look at it. Meanwhile, Nick has been looking at a new *Command and Conquer* clone, plus racing and pinball games, a *Puzzle Bobble*-type game and a new *Civilization* clone. Phew! Of course, there's all your efforts in Reader Games and Ben's guide to surviving *Quake* to be getting on with, so you'll just have to be patient. The future's bright...

Mark Wheatley

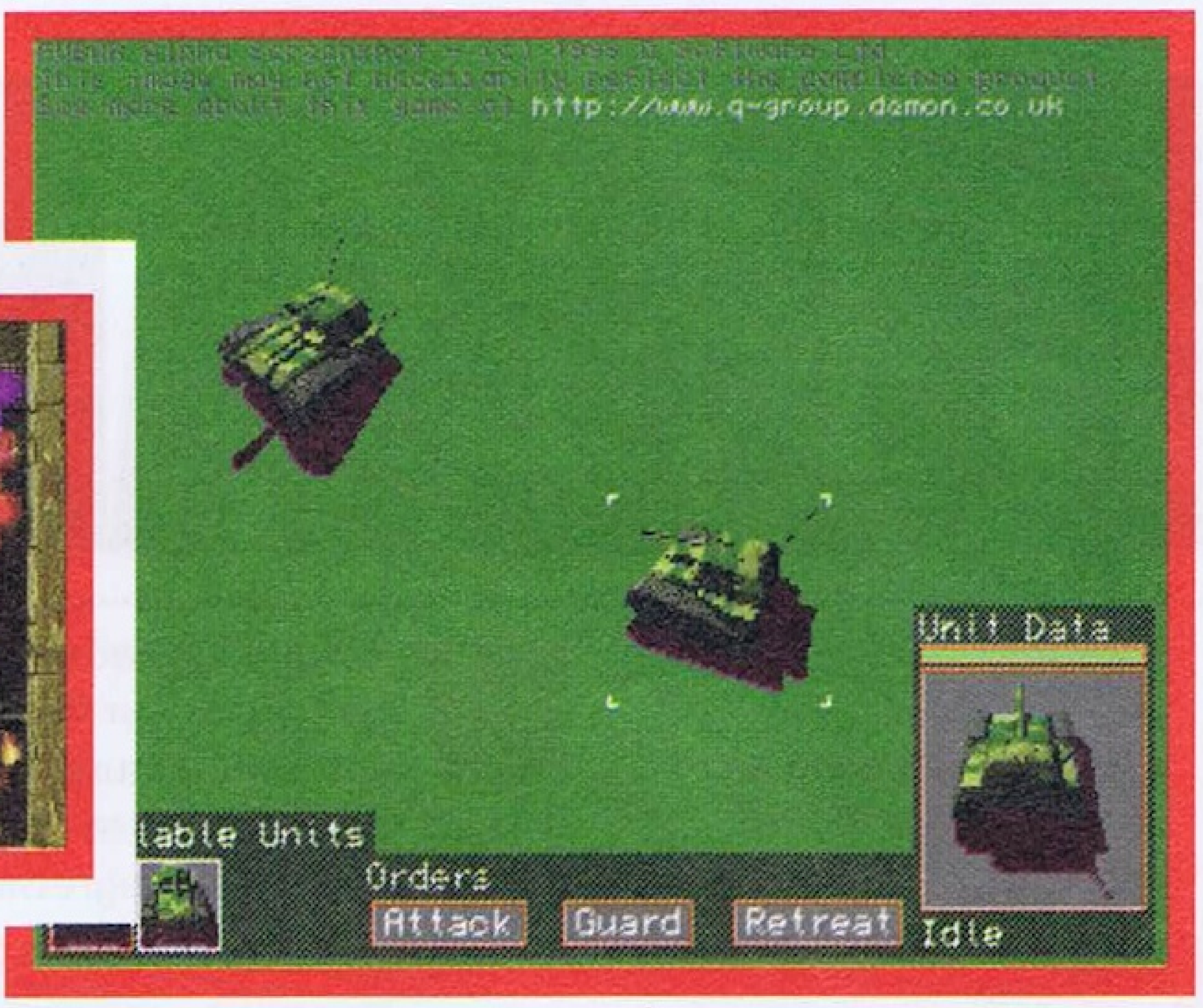
AMIGA FORMAT'S REVIEW POLICY

WHAT OUR REVIEW SCORES MEAN

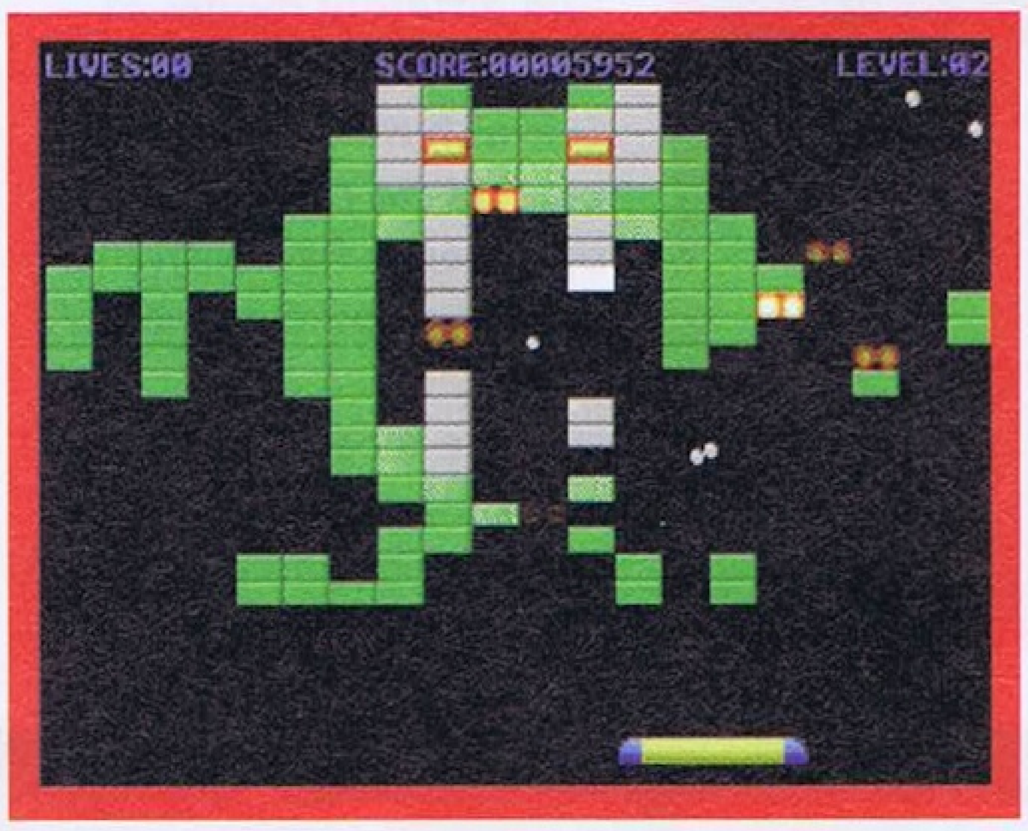
Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up to date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

90+%	The crème de la crème. Only the very best, most playable and original games are awarded an AF Gold – the most highly prized rating there is.
80-89%	These games are very good, but due to minor flaws they're not the finest examples of their genre.
70-79%	Good games which are worth buying, especially if you have a special interest in a game type.
60-69%	Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.
50-59%	Below average games which are unlikely to impress your mates or your wallet..
40-49%	Overwhelmingly poor quality games with major flaws and appalling gameplay.
Under 40%	The absolute pits.





Cute puzzle action (above) and big tanks (right) – two of the games coming soon...

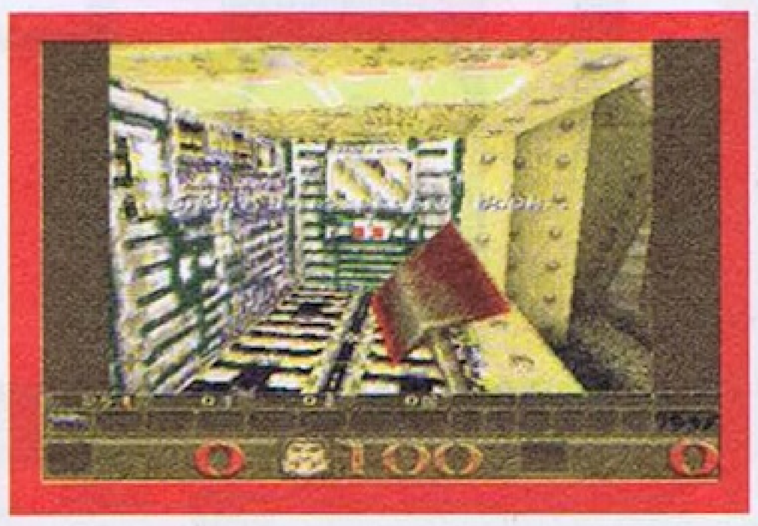


The compulsory version of *Breakout*.



The snazzy intro to *Infiltration* (above).

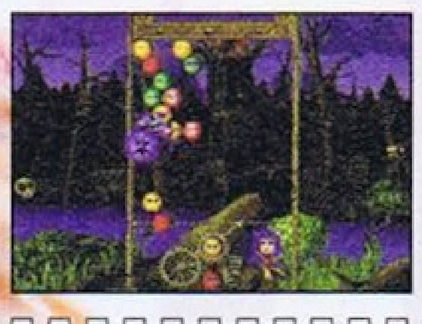


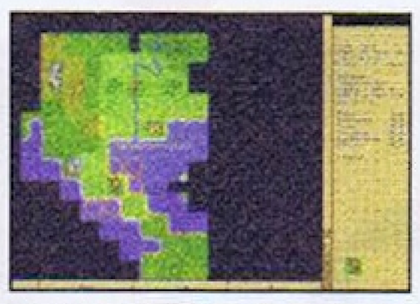
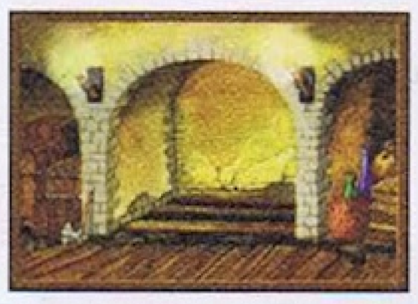




Follow our expert guide to getting through the first level of *Quake* alive, while making sure that everything else is dead.

Previews



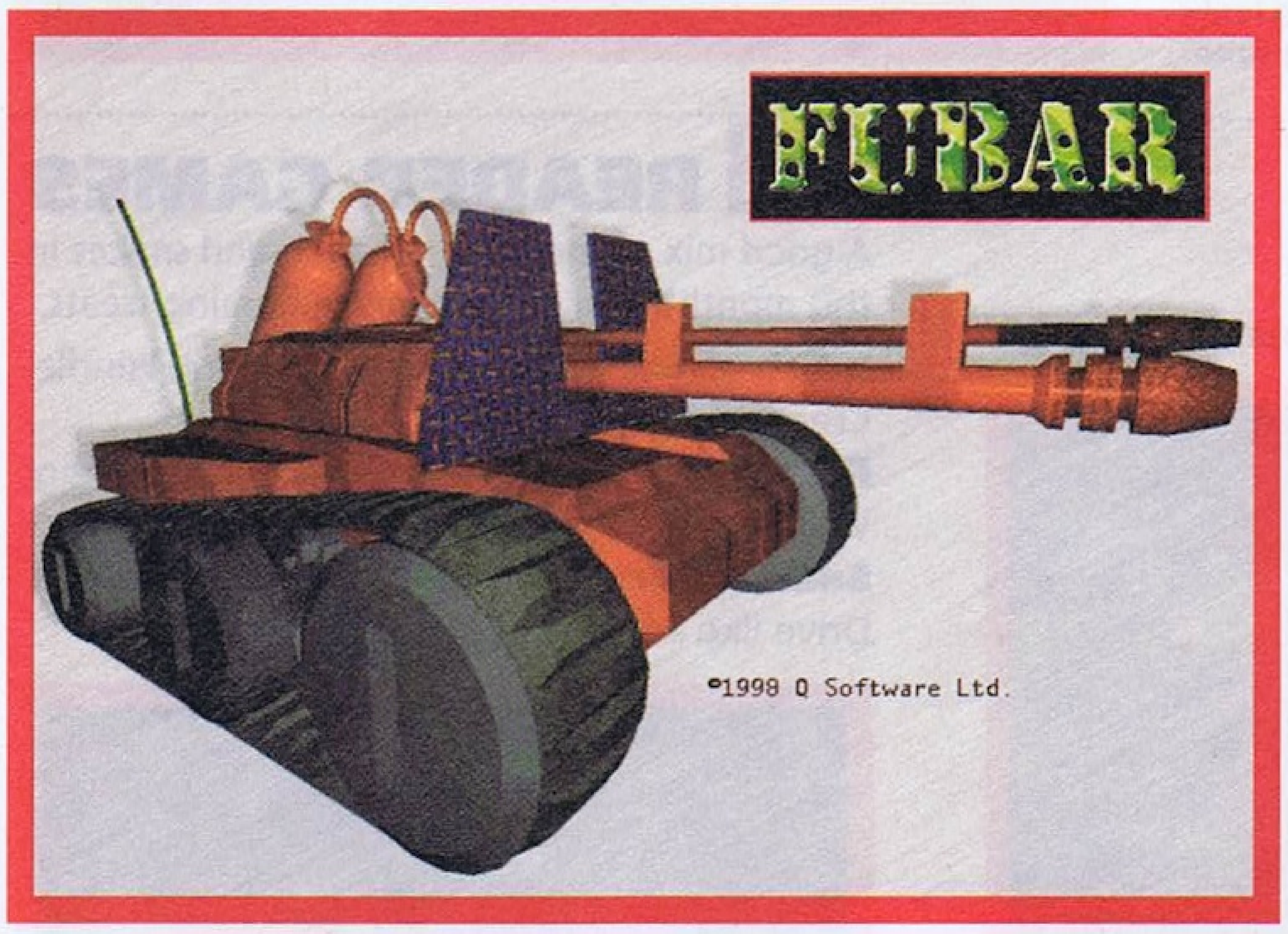
Nick Veitch looks at a bumper selection of games coming to an Amiga near you soon.

FUBAR





Two tanks skirmishing. It'll all end in tears, though. And explosions and death…



A big tank. They're pretty useful when you're trying to take over the world.

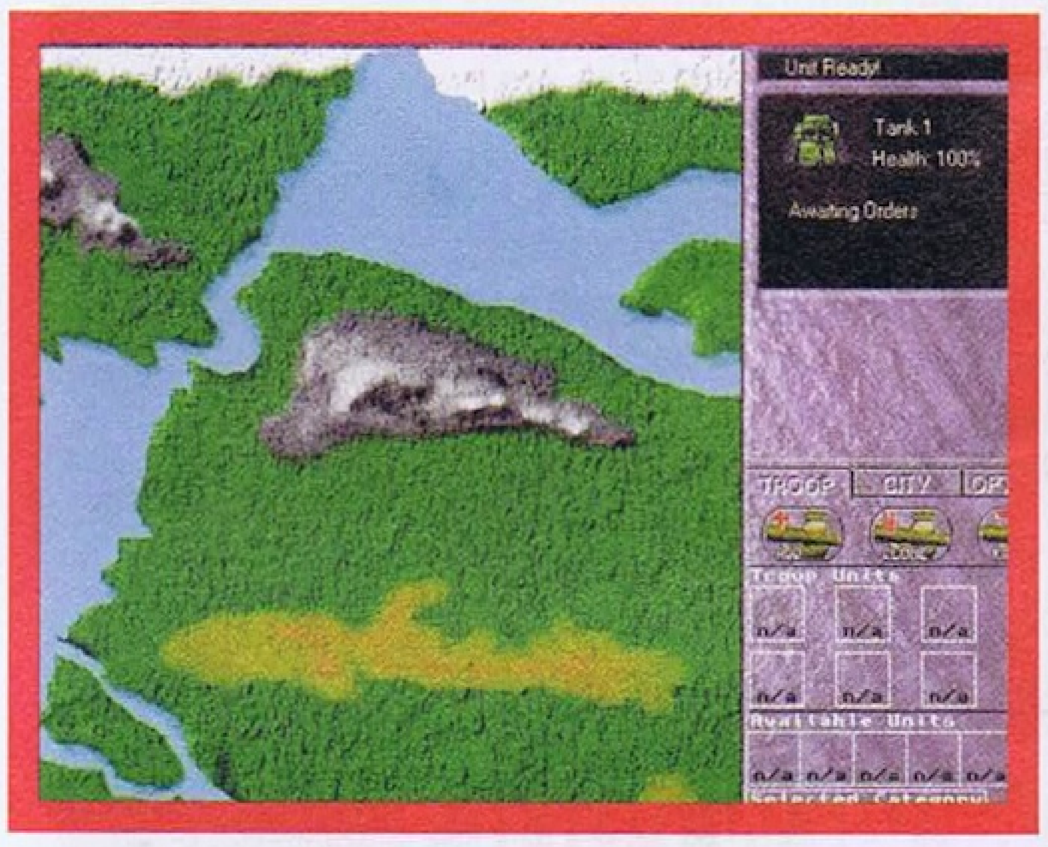
We originally featured *FUBAR* ages ago in our Games Explosion feature. I'm pleased to say that since then things have been steadily progressing and the developers, Q-Soft, recently signed a deal with Blittersoft to publish the game when it's finished.

It would be easy to dismiss *FUBAR* as just another *Dune/Command and Conquer* type of game as it's a real-time combat affair, but this would miss out on some of the interesting and unique twists that this game adds to the genre.

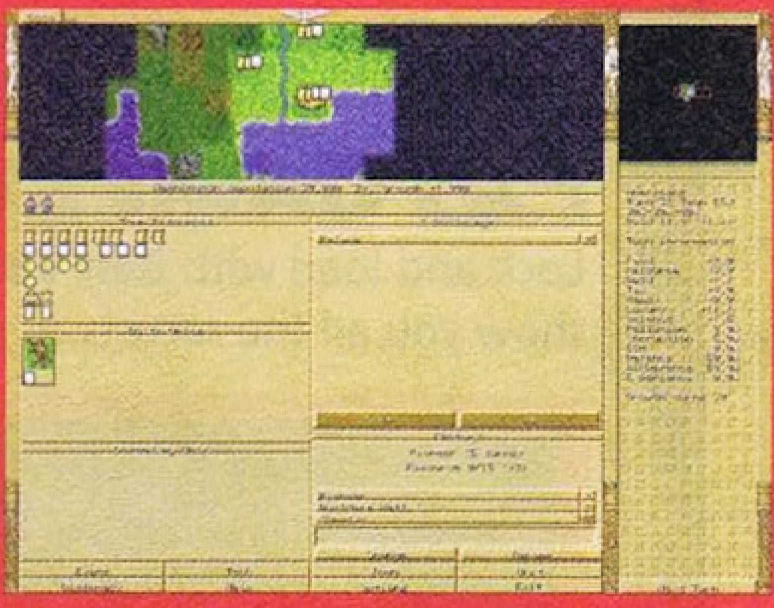
For a start, there are two different modes of play. The first is a kind of Skirmish mode where the object is to capture your opponent's flag with the limited resources available to you.

The second adds more of a god-game aspect. In this style of game you start off with a few buildings and units and you have to grow your settlement, taking over neighbours in the process until you rule the world. Ha ha ha ha ha! Ahem.

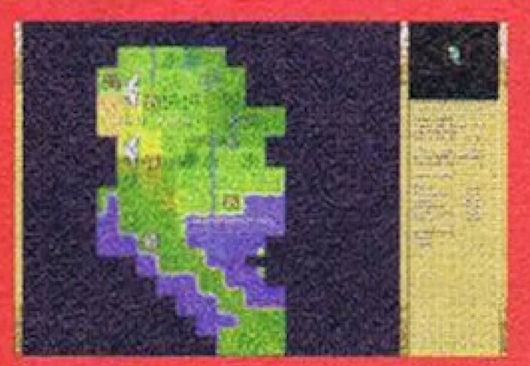
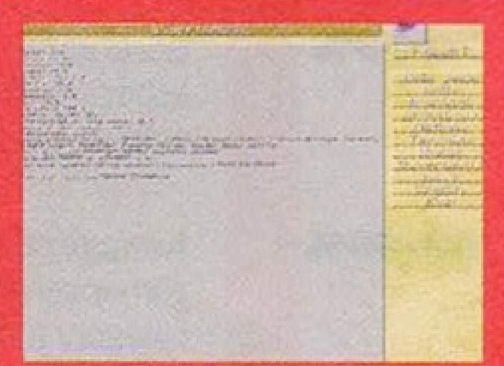
It certainly sounds interesting and we're looking forward to reviewing it in a future issue.

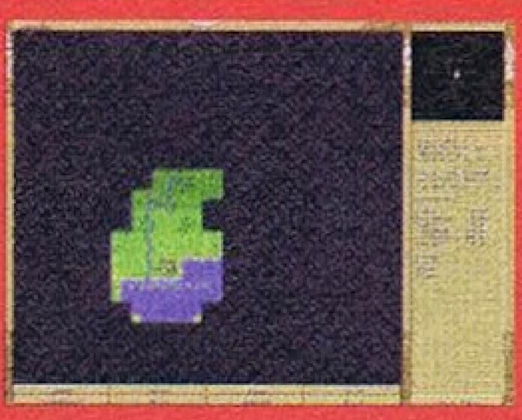


Great Nations


Great Nations has obviously been inspired by Empire, but promises many new features.



Great Nations may look simple but it's network play supporting up to 16 players should give it a great level of intricacy.

The ideas behind the old Unix mainframe classic, *Empire*, have inspired many a game, most notably Sid Meier's *Civilization*. *Great Nations* is no exception and it seems to be very similar in some ways to Meier's interpretation.

However, the whole point of doing a reworking of an old classic is to provide extra, exciting features. One of the new features which *Great Nations* hopes to deliver is proper network play, using either TCP/IP, IPX or good old modem-to-modem link ups. The game's authors claim that up to 16 players will be able to take part, which should make things rather interesting.

There are also new additions to the types of units and buildings you can control, as well as more realistic combat. Oh, and it supports graphics cards and PPC accelerators.

You can email the authors directly for updates at mikkon@sci.fi or visit the website at gn.gameshock.com

Wild Tracks and Pinball Pro

Deepcore development have been mentioned in *Amiga Format* before because they were the team who were working on *Total Destruction 3D*. For various reasons that project is no more, but you'll be interested to know they're now working on two new titles.

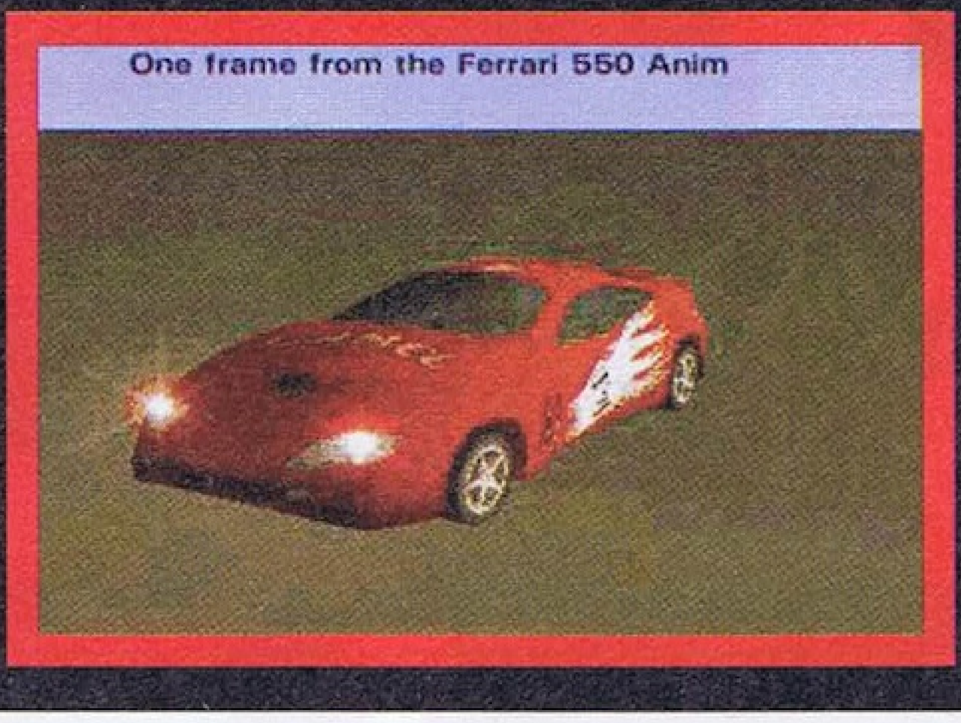
The first is a racing game called *Wild Tracks*. Most car racing games on the Amiga are based on the familiar overhead concept, but Deepcore want to make a *Gran Turismo*-style game.

Unsurprisingly, the minimum requirements will be a bit more than your normal top-down racer: 50MHz '030, 16Mb fast RAM, AGA and a CD-ROM.

A PPC version will also be developed which will require 32Mb RAM and a graphics card to run, but it should be capable of much better frame rates.

Their second game, as you might have guessed, is a pinball game, rather in the spirit of *Pinball Illusions* et al. This game will feature multiball effects, a huge playfield and, hopefully, a lot of playability. However, a lot of the details have yet to be finalised.

We hope that Deepcore have more success with these projects than they did with their last ones.







Wild Tracks (above, left) and Pinball Pro (right) are Deepcore's latest projects.

Bubble Heroes

Well, take one look at the screenshots and you should be able to easily identify what sort of game this is. It is, in fact, a *Puzzle Bobble* clone, of the sort that Colin likes to play for hours when he should be doing his work.

The designers have decided to give it a distinctly Japanese feel, with a typically bizarre plot and a story-like structure to the levels. All the graphics are done in an Anime style and various modes of play allow you to take the part of a number of different cutesie characters.

The game is graphically rich and will include loads of special effects, such as animated backgrounds, multiple playfields, transparency effects and the like, and it's even claimed that the display will still run at 50 frames per second.





The game will require a bit more than a standard Amiga – you'll need AGA, an '020, 4Mb of fast RAM and a 2x CD-ROM, but that's really the minimum setup you need to have to keep abreast of any current Amiga software.

The developers reckon the game is at least 70% finished now so you shouldn't have to wait too long before you can try it yourself. Surprisingly, they also haven't sorted out a publisher yet, so if you're interested, drop them a line at: andrea.morolli@m.nettuno.it



Bright Japanese-style graphics and story-based levels give this game a new twist.

Continued overleaf ➡





The graphics and concept may be simple but Bubble Heroes promises to be very addictive.





Tales of Tamar



Simon Goodwin reports on the development of Tales of Tamar, Eternity's elaborate, networked strategy game.







The influence of Settlers and Civilization is certainly apparent in these screenshots.



Tales of Tamar is a massive multiplayer strategy game for Amigas with modems and CD-ROM drives. It was first demonstrated at the Cologne show, but the development team from Eternity Software in Germany claim to have been working on it for five years. It'll run on any system, from an A1200 with 4Mb fast RAM to PPC A4000s with accelerated graphics and sound cards, taking full advantage of the extras if you have them. The initial release will be Amiga-specific but PC versions for Windows95 and 98 will follow.

Tales of Tamar is set is a world far away from our civilisation, comparable to Europe in the Middle Ages but with the welcome addition of fantasy standards like dwarves, dragons, druids and dungeons. Elaborate systems support magic, trading and combat between players and computer-controlled characters, who are expected to explore, build cities and raise taxes. The aim is to become emperor, rising through the ranks of provincial subjects and administrators, controlled by the computer or by human players.

Tales of Tamar has elements of games like *Settlers* and *Civilisation* but the multiplayer dimension and many optional sub-games lift it into a genre all of its own. The designers have extensive experience in role playing and board gaming, as well as computer games, and seem to have come up with a design which is intricate and multifaceted, without sacrificing either the strategy or gameplay essentials.

Tales of Tamar is open-ended and turn-based, linking players by Internet or bulletin board messages. The game engine supports live online communication and secure messaging between players, similar to IRC and email respectively. This adds co-operative and competitive layers of diplomacy, deals and doubling-dealing.

Years of development have seen *Tamar* grow from an AGA-only BBS game to an Internet version with support for hundreds of players. It may seem to have spent eternity in development, but since the publishers have united under that monicker they've been making good progress, charted in their extensive and regularly-updated web pages.

Tales of Tamar looks as if it could be a cult net game in a genre set to explode, and Amiga owners will be the first to get their empires underway. Email: eternity@pride.de and visit: http://www.tamar.net http://eternity.amiga-software.com/english/tot/index.html

Specs

GRAPHICS:
AGA/*CyberGraphX*/*Picasso96*, 256 colours, 640x480 or better resolution.

PROCESSING:
32-bit Amiga with 6Mb+ RAM, 68020 or better (68040 preferred; PPC supported).

SOUND:
CD plus *AHI* 16-bit stereo via Paula or sound cards, optional WaveTable and General MIDI synthesis (and rather good it sounds, too!).

OTHER REQUIREMENTS:
Amiga with Kickstart 3, modem with net or BBS access, CD-ROM drive.

PROJECTED RELEASE DATE:
Summer 1999 for both English and German language versions.







Tales of Tamar is certainly looking fantastic, and the gameplay promises to be just as good.

Arcade Classix



Oh there's no game like an old game, and what do we have here? A CD full of conversions of arcade titles of yesteryear. Ben Vost rubs his hands together.

Did I say full? It's not really that full for a start. The CD is only about two-thirds full and half of that is for Windows. Now it doesn't take a statistical genius to work out that this means you have a CD about a third full of games, but saying that doesn't alter the fact that there are still some 1,000 plus games on here for you to get your teeth into.

They range from the reasonably current to the really old – I played a version of *Quix* from 10 years ago! I was amazed that it still worked on my souped-up machine, but of course this was before the advent of *Amos* and games had to be properly programmed back then.

A lot of the titles on here are *Amos* programs so you'll have to get used to rebooting your machine frequently as you play with them, but there some crackers on here that have nary a touch of dodgy *Basic* about them, such as *BratWurst* and the like.

The CD is organised into directories either listing a genre, like "ShootEmUp" or "Platformer", and there's a drawer called "TheClassics!" which contains further subdirectories named after famous games (like "Tempest", "Bomberman", "Defender" and so on). Each of these contains one or more directories with the games themselves in. This means it can get really tricky remembering where that *Zaxxon* clone was (it's all the way in ArcadeClassiX:Amiga/TheClassics!/Bignonia!/Zaxxon/zaxxon1MB, by the way).

As for what the games are like, well, read up on past PD Select columns for the most part, or just download a taster for yourself from Aminet. What does set this collection apart is the fact that apparently some of the games are full versions, rather than being just demos, although you have to hunt to find them as there's no handy pointer to tell you which ones are which.

If nothing else, this collection highlights just how few games programmers there seem to be with a real imagination. You can play umpteen *Tetris* clones, *Bomberman*-a-likes and loads of vertically-scrolling shoot-em-ups from this CD without finding anything really innovative.

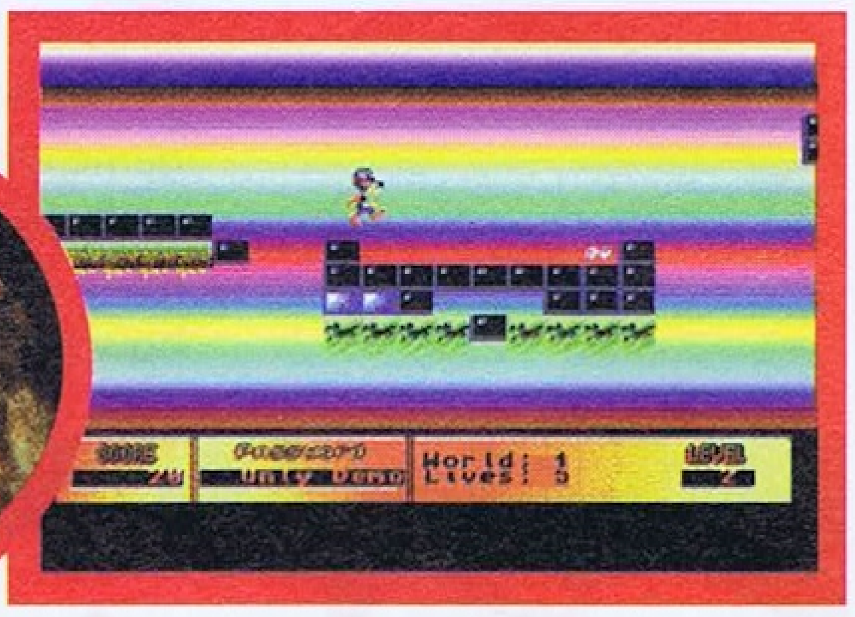
Epic also say that they got all the titles included working on their own machines, but anyone with a decent machine will have a hard time getting a lot of the games to run as they were written years ago and many were written in *Amos*.

As such, if you have a bog standard A1200, maybe with some fast RAM and with a television as your display, you'll probably have no trouble at all running these titles. Anyone using a non-PAL screenmode will have a hard time with *Amos* titles and people with an '040 or '060 are also likely to find it tricky.

At the end of the day, this CD has more than 1,000 games which you can run, but I'd swap them all for one really good conversion of an old arcade game of each type, ones that worked on any current machines and that were true to the feel of the arcade original.



BombJack, or rather its Amiga cousin – BombJacky.

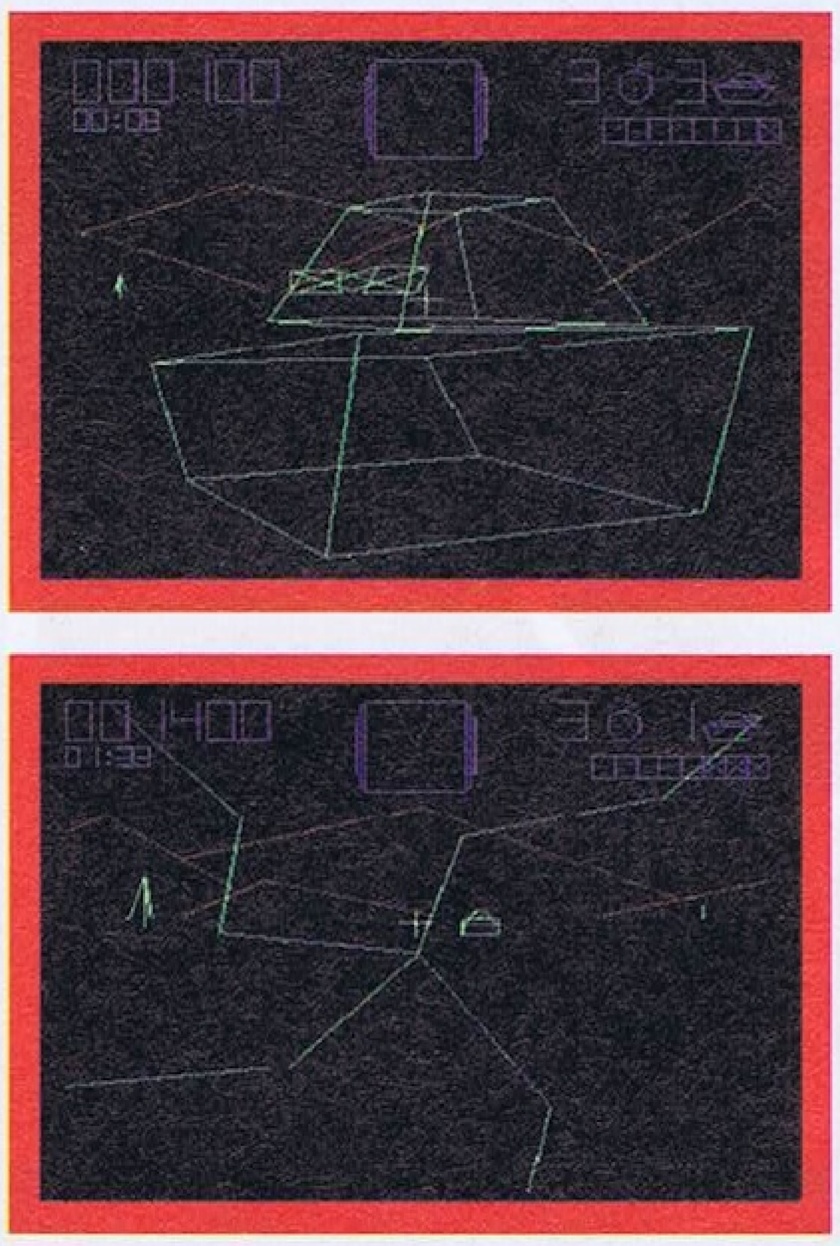


DangerDogg is just one of the games in the Platformers directory.

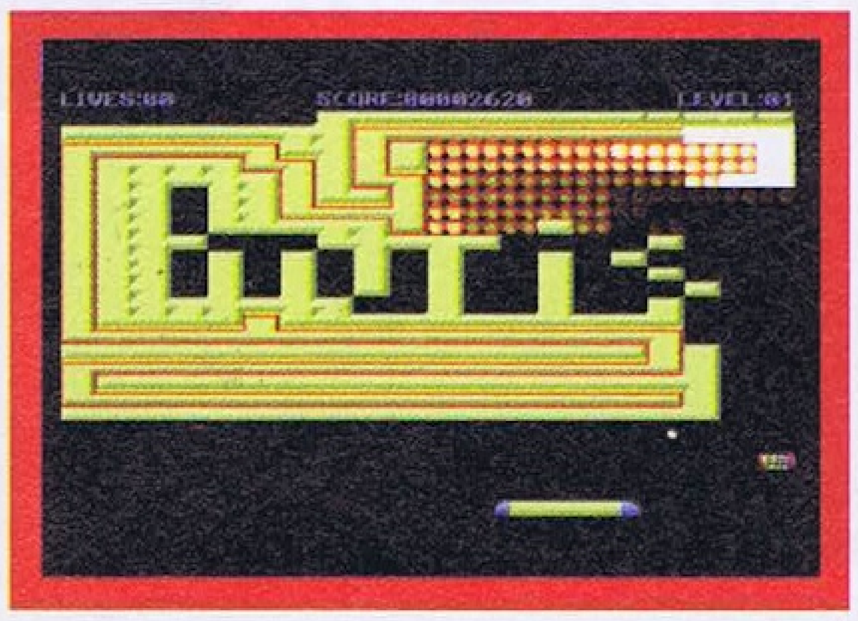


Ahh, Qix. Written by the same Oliver Wagner responsible for Voyager, if I'm not mistaken.

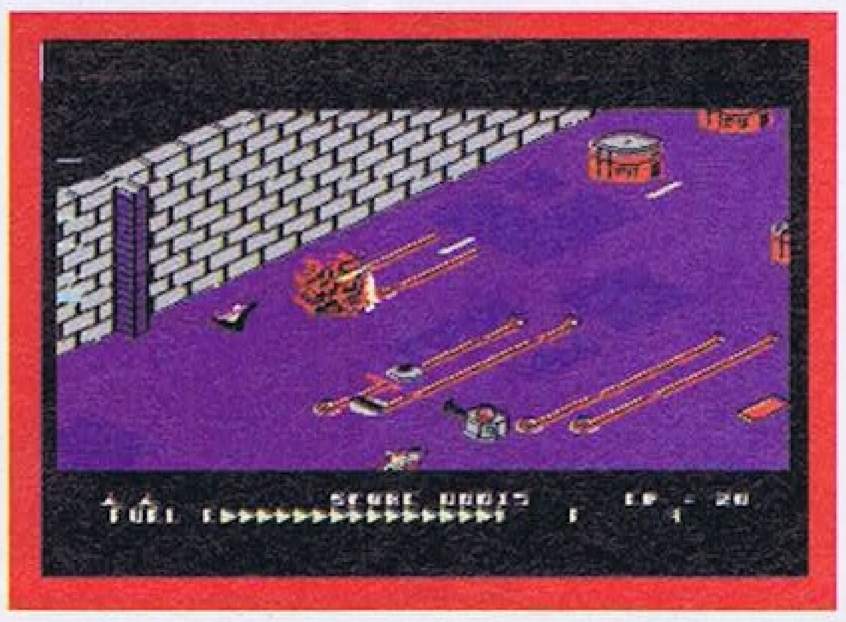
> **If nothing else, this collection highlights just how few games programmers there seem to be with a real imagination.**



A BattleZone clone. A lot of the games on here will require you to reset your machine afterwards.



Breakout gets an outing...



...as does Zaxxon, in a pretty authentic version.

SUPPLIER: Epic Marketing 0500 131486
PRICE: £14.99
REQUIRES: Various, but a CD-ROM drive's a necessity

Pros and Cons

+ Huge number of games to get through...
- ...but you may play them only once.
+ Cheap...
- ...but still not good value for money.

OVERALL VERDICT:
Not enough quality and no way of picking the quality games out.

60%

A varied selection this month, with not one Breakout clone in sight. Mark Wheatley wonders if it can really be the...



Reader Games

AFCD36:-ReaderStuff-/-ReaderGames-

ON THIS MONTH'S CD

As we keep stressing, what we're really looking for in Reader Games is the addictive gameplay that will keep you playing a game when you know you should really be getting on with something more important. It doesn't matter how they look or sound, unless they're really bad and then we'll point at them and mock mercilessly.

What would also be nice to see is some imagination, that spark which sets your game apart from the dozens of others. It doesn't have to be a totally revolutionary concept or anything, just some small touches that other games don't have, perhaps an innovative twist on a traditional theme. To get your creative juices flowing, we offer a £50 prize for the game of the month, so get coding your world beating *Wipeout* but with flying bananas game now...

Game Infiltration

OF THE MONTH £50 WINNER!

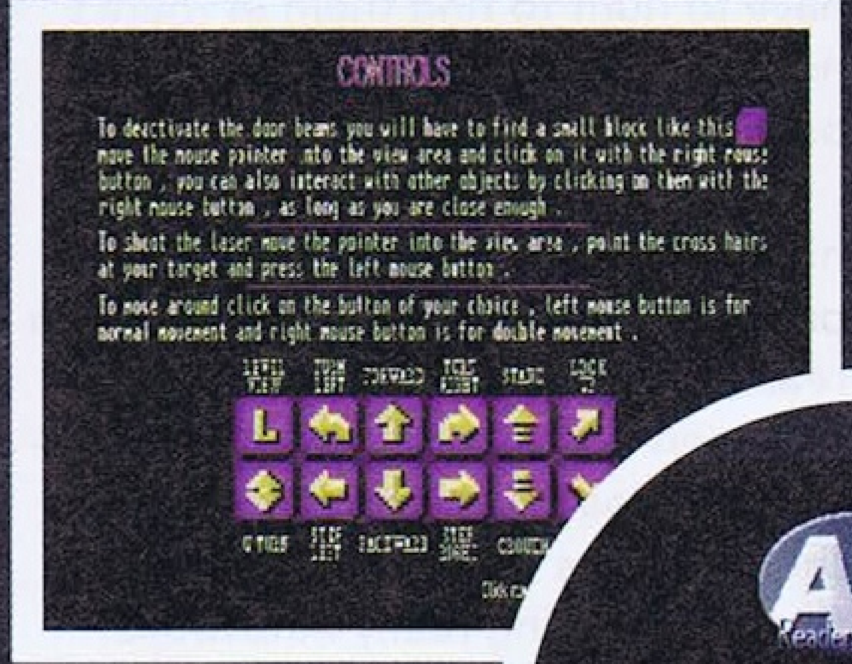
Gill Bates is a software giant, but she can't write programs to save her life – she steals them. Now she's stolen your company's new OS and wants to pass it off as her own, to be known as Wallholes 99. You've got to steal it back while she's at a flan-flinging convention in Belgium...

After a background story like that, you'd expect this to be some sort of knockabout arcade romp, but the game is actually a *Goldeneye*-style espionage affair, only without the ground-breaking graphics.

Having said that, the graphics are nice enough and the screens scroll nicely and get the atmosphere across quite well. The gameplay is also fairly addictive, despite being of the 'hunt around for a key to turn off the security lasers covering the doors and then go though and do the same again'. Actually, that's a bit harsh as you need to be a good shot with in order to destroy the lasers protecting Bates's house.

You'll also need to crawl under fireplaces, play with fuses and other stuff like that. There's no playing roulette while sipping drinks that are shaken and not stirred, but stick on the Bond theme tune while you're playing and you'll be thoroughly absorbed by *Infiltration*'s atmosphere.

To get through the doors you need to find the box switches which will either open them or turn off the beam that's









The controls all work pretty fluidly (right). The start of the game (below). Your mission is to infiltrate the house.

Beware of the security measures (above) – it's easy to get trapped or fried by lasers.

READER WARRANT

When you're sending in your submissions make sure you also give us:
1. An address where you can be contacted.
2. Details of the language used to create the game.
3. A recent photo of yourself.

The address to send your stuff into is:
Reader Games • Amiga Format • 30 Monmouth Street • Bath • BA1 2BW

Everything included on the *AFCD* must have a reader warrant with it. Just cut it out off this page, sign it and send it in to us with your game and a recent photograph of yourself. A last reminder: if you don't include this warrant we simply won't be able to put your game on the CD – that means you won't be able to have it judged by other readers.

In respect of all material which forms my reader contribution to Future Publishing's *Amiga Format*, I hereby warrant that:-

1. The material is original and does not infringe any other material or rights;
2. The material does not contain any material which is defamatory, obscene or indecent and is exempt from classification under the Video Recordings Act 1984;
3. That there are no legal claims against the material provided;
4. That I have full power and authority to provide this material to Future Publishing.

Signature: ______________________

Snake Wars

There's an episode of *The Simpsons* where the annual Snake Whopping Day occurs. Naturally, after failing to get the people of Springfield to realise the cruelty of this contest, all the snakes are saved by the vibrations caused by the crooning of the love walrus of soul, Barry White. Look, if you think that's infeasible you should see the story behind *Snake Wars*.

"There are two armies fighting in... somewhere. One army is the Snakes' army, the goodies, the people you work for, and there is the army of the evil... thing called Futan (pronounced Foo-Tan) who wants all the snakes eradicated and he wants their country or land for some unknown, evil reason. As you know, in a war people get hurt and injured, and you drive the ambulance taking the snakes to hospital."

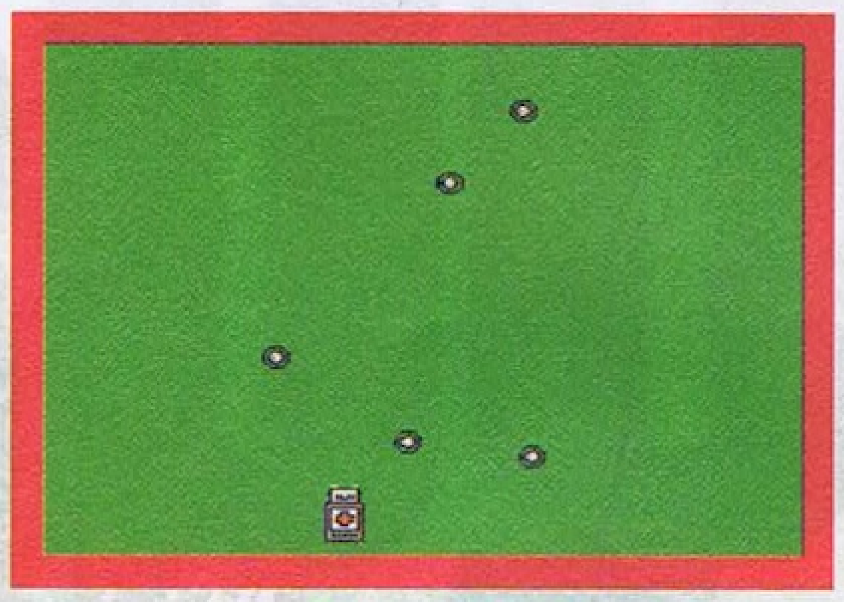
Er, cheers Sam. So there you go. What this entails is moving your vehicle from left to right to avoid a lot of blobs, presumably mines, which move down the screen. They move a bit faster as you progress through the levels and there are six different vehicles you can use over four terrains – land, sea, sky and space. You get a new vehicle and terrain every five levels, along with a password. Now onto the problems.

As Sam admits, the code is sloppy and there are bugs in the game, such as mines which appear to be stuck onto the background. The mines don't scroll smoothly down the screen either – they just suddenly appear almost half way down and then jerkily move towards you. Hit one and you've used up one of your many lives. The collision detection is also far from perfect, but that could be down to you because after a while the bright green background on the earlier levels is likely to cause your retinas to burn out. I'm still squinting now and I stopped playing *Snake Wars* an hour ago.

So the graphics are basic, the concept is simple and the background laughable, but these are problems with most classic games – think *Breakout*, *Asteroids* and so on. Unfortunately, *Snake Wars* lacks the gameplay those games had.

There really needs to be a bit more variation, more things to avoid, maybe some bonuses to pick up. As it is, it's a nice concept but it won't be long before you just give up because you've just adder nuff (sorry).

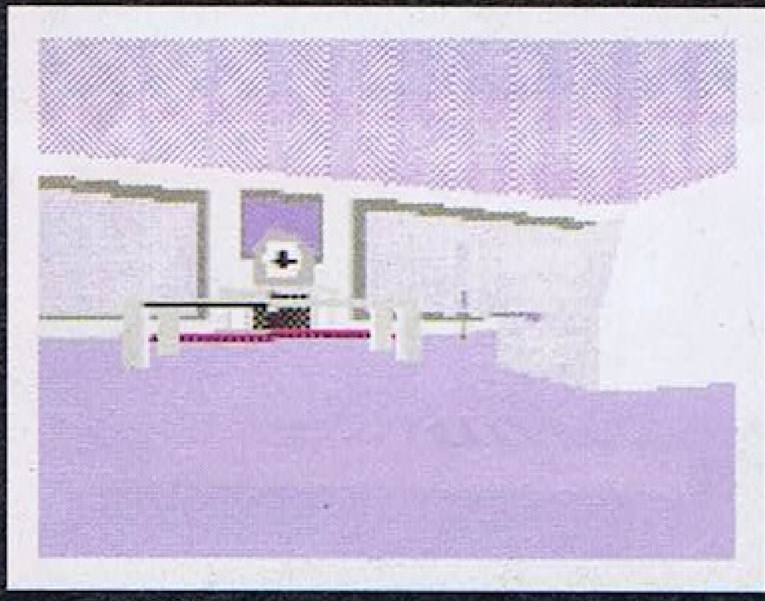




That's you driving the ambulance. Avoid the spots and get your slithery friends to safety.

AUTHOR: Samuel Brookes
LANGUAGE: Blitz Basic 2
VERDICT: Needs a lot of polishing up.





You'll have to do some thorough exploring to find all the items you'll need.

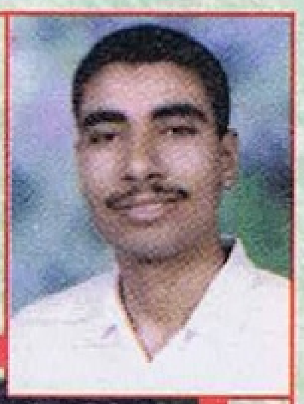
protecting them. To get you started, the box to get you through the main door at the beginning of the game is hidden to the left hand side of the steps, on the floor beside the second pillar. Once in the house, there are plenty of houseplants, tables, wardrobes and such like which could be concealing these boxes.

The controls are all nice and fluid and you're able to crouch, turn, sidestep, look up and down, walk backwards, run and so on. This helps to make the game really easy to play and gives it a nicely polished feel.

One of the only problems with the game is that once you've finished it, you're unlikely to boot it up again, and one of the solutions to that, Bob, is to get working on *Infiltration 2*...

AUTHOR: Bob Hindle
LANGUAGE: 3D Construction Kit
VERDICT: It looks okay and it plays really well.

Pharaoh's Curse



This is a platformer with a jaunty tune. If you hate platformers and think all amateur Amiga music comes from the Devil's bagpipes then you'd better turn the page, but if that description hasn't put you off then you're likely to get a lot of fun out of *Pharaoh's Curse*.

You play a cute little explorer chap and you've got to reach the exit of each level by collecting all the gold that's carelessly scattered around. Some of it appears to be trapped but that's where the selection of picks and drills come in (although, oddly, you use picks to, erm, pick through the floors and huge drills to go through the walls and not vice versa).

Meanwhile, there are various undead Egyptians out to stop you plundering their pyramid, although you can pick up a knife which will destroy them for a while.

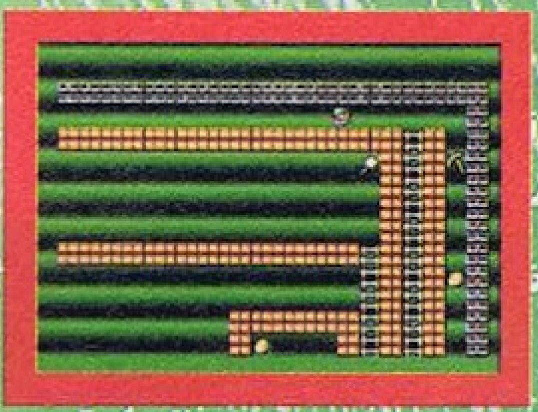
The game isn't huge but it'll take you quite a while to complete because the levels are fiendishly designed. A map can be called up with a press of a button and it's worth studying carefully as it's frustratingly easy to trap yourself in a room without an exit. It's also easy to waste the drills by accident when you're trying to move around or jump, leaving some of the gold impossible to reach and meaning yet another restart and a lot of irritation. In fact, you'll find yourself restarting a fair few times before you work out just how to complete each level so you'll need to have a lot of patience.

That patience should be rewarded, though. The brightly coloured graphics and small but tricky levels will keep you playing for quite a while, and when you've finished there's a level editor so you can construct your own. For those of you who want a platformer that provides a cerebral as well as a gaming challenge, you could do a lot worse than *Pharaoh's Curse*. AF

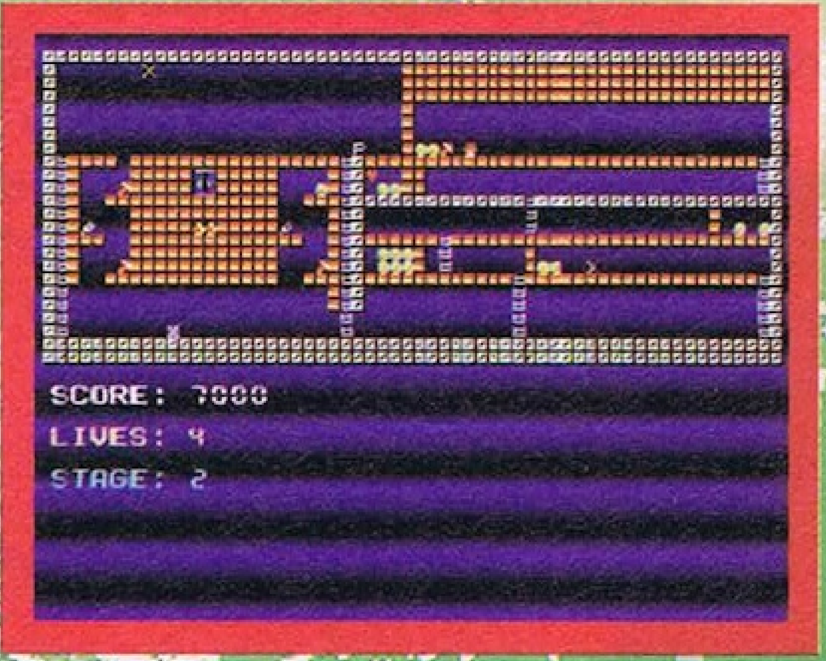


The scrolling background can be turned off at any point in the game.





Platforms, ladders, hidden gold and bad guys wandering around. You'll either love this or hate it.



The map is essential so you can plan ahead and it can be called up with a single key press.

AUTHOR: Maher Farag
LANGUAGE: AMOS
VERDICT: Fun but can be frustrating.

Gamebusters

THE COMPLETE Quake SOLUTION PART 1

How to get ahead in fragging, by Ben Vost.



This is where you actually start playing.

Welcome to the complete solution to *Quake*. While you may have already completed the game, you may not have found all the secrets that hide in the various levels. I have, and I'll tell you how to get through each level.

There are different ways of doing each level and I'll be proceeding on Normal difficulty, so if you're on Nightmare or Easy, things might be slightly different, but if you follow my instructions you'll be able to get to the end of each level with at least a little bit of life left.

When the game first starts, you're in the entrance hall in which you'll have to pick what level of difficulty you'll subject yourself to. There isn't any physical difference between the maps at different levels of difficulty; the only difference is in the number of bad guys you get. We'll go down the "normal" hall to give you an idea of what lurks therein.

Apart from the three obvious difficulty levels, there's an extra one, Nightmare, hidden in the hard level's entrance. If you feel you can handle that, I'm sure you'll be able to find it easily enough, especially if you read Gareth Murfin's guide from issue 115.

We'll go through the "normal" door, and we're presented with a hall containing four further doorways. These lead to the chapter starts, but if you're a bit of a *Quake* newbie, it's certainly best to go through the one on your left that's highlighted with arrows first. Step on the slipgate plate and be whisked away to the first chapter.







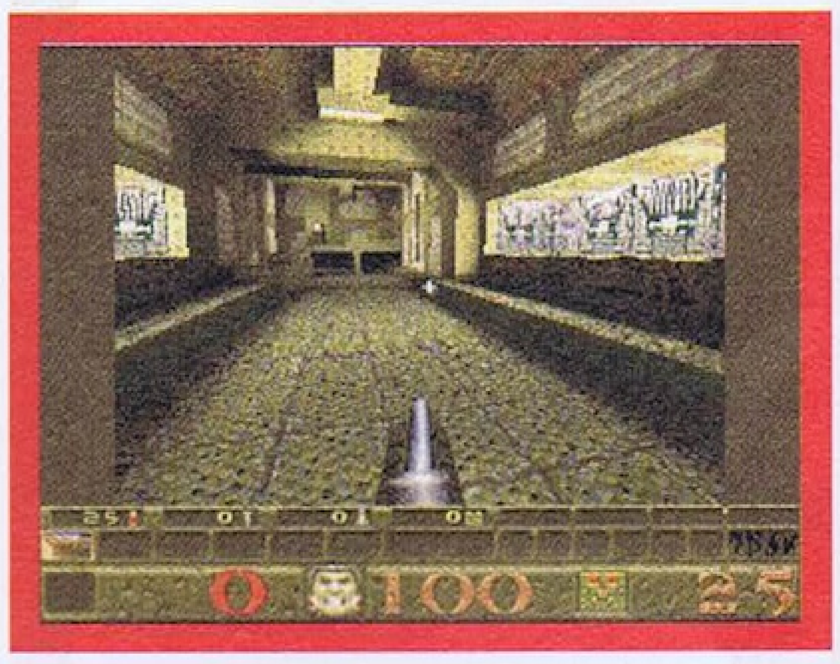
Before you start playing you have to choose which level of difficulty and which chapter you want.

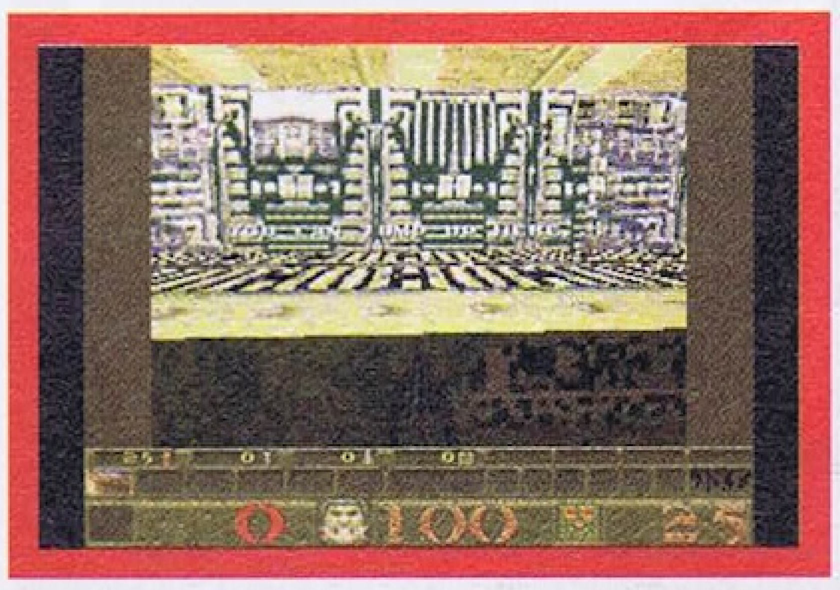


Chapter 1

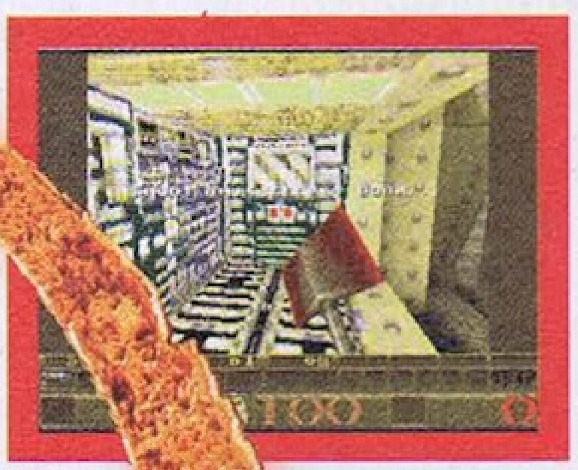
The first thing you'll see when you make your way down the slope you start on is that there are two ledges on either side of the walkway that you can jump onto.

Firstly, jump onto the one on the right hand side and switch weapons to the axe. You'll get a message saying that you can jump into the smaller area with the blinking light in front of you, so do so. Walk to your right until you come to the end of the ledge and you'll get another message which helpfully tells you to shoot the secret door, so thump it with your axe (save your ammo for bad guys, not doors!). The secret door will open and you'll get some more ammo.









Getting to that first secret is dead easy, as seen here, from top to bottom.

At the moment you're still not very well armoured, so come back out of the secret area and go to the ledge opposite the one you're on. Run towards the far wall, jump the gap and you should land on the ledge opposite. You'll get another load of ammo as you follow the path around to the right to where there's some green armour. Get it and get ready to go through your first door.

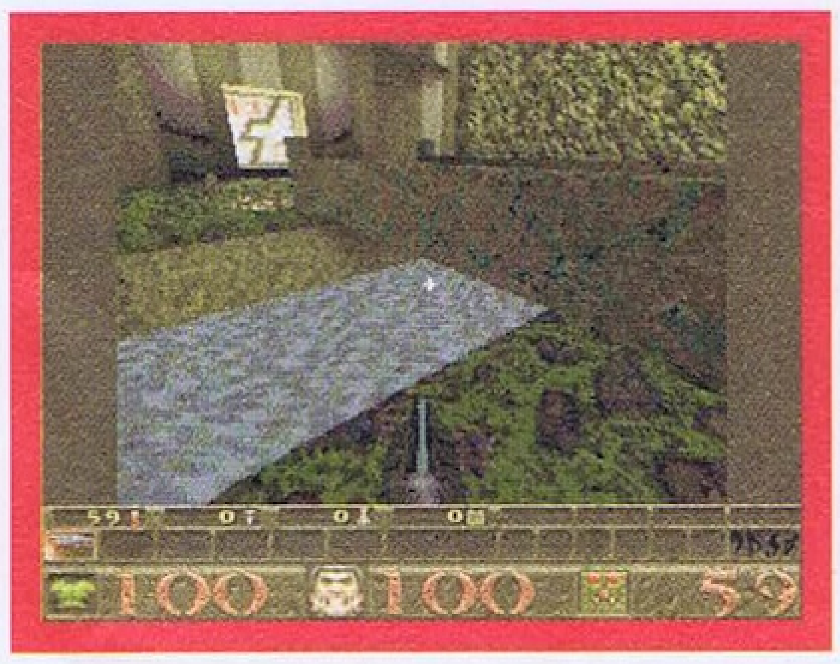
There should be a single baddie on the other side so let him have it with your shotgun. Since he's at quite a close range it should only take a couple of shots, but try to keep moving while shooting at him so he can't shoot you back. Go forwards to the button on the wall, press it and immediately turn 90° to your right. You're on a lift that's now going down and you'll see a rottweiler and a grunt in the distance when the lift stops. Move forward a little bit otherwise when the lift goes back up, you will too.

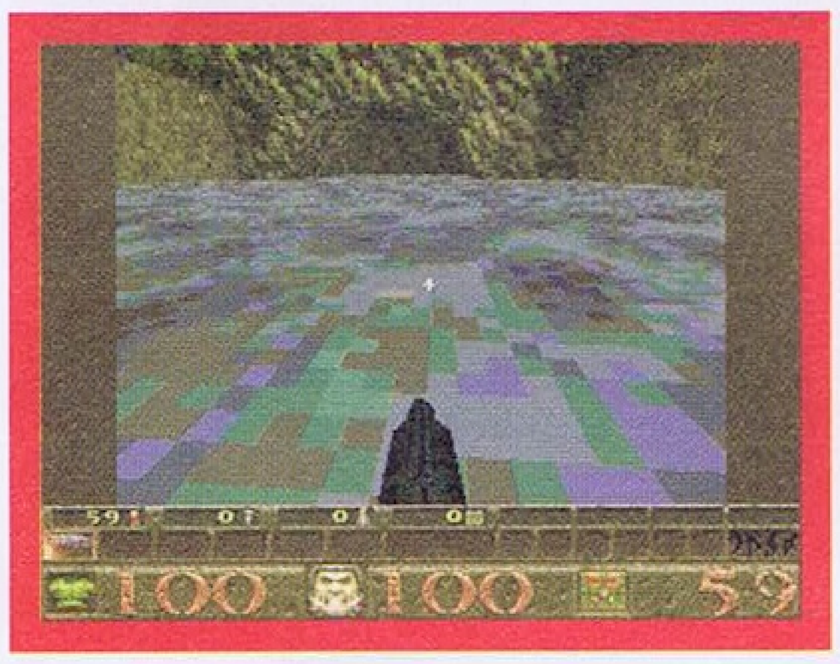
Get rid of the man and his best friend, but don't go through the door at the other end of the bridge yet. Grab any health kits you may need and then drop into the river that the bridge crosses. You'll see a tunnel entrance along the river, so follow it.

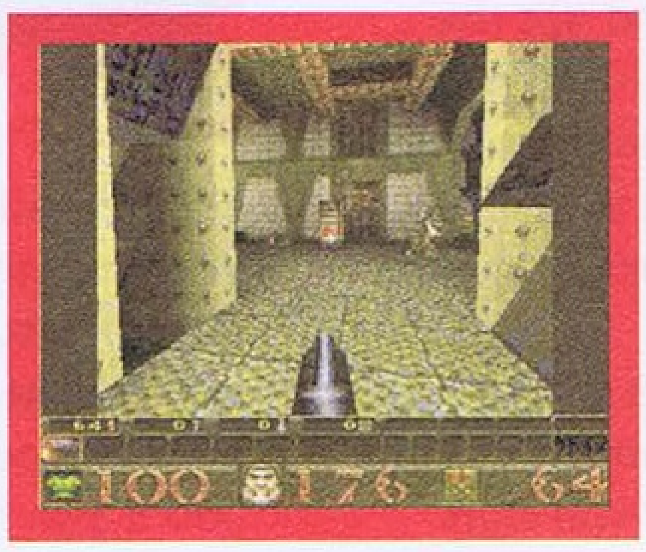
WEAPON CHART

WEAPON	FIRING RATE	MAX LOAD	KEY	MISC
Axe	about 2/sec.	n/a	1	Only use this if you have no other ammo or want to open secret doors.
Shotgun	about 2/sec.	100	2	Basic weapon. Only really effective at short range.
Double shotgun	not as fast as the shotgun	100	3	Same as the shotgun but double barrelled so uses up ammo twice as fast.
Nailgun	about 6/sec.	200	4	Lovely at long range.
Perforator	about 12/sec.	200	5	Same as nailgun, but fires twice as fast – uses ammo like nobody's business.
Grenade	a bit more than 1/sec.	100	6	This weapon has a blast radius and you can bounce the grenades around corners.
Rocket	slower than the grenade	100	7	Fantastic weapon, especially for deathmatches. Has a damage radius.
Thunderbolt	continuous	200	8	Discharges really quickly but does great damage. DON'T USE IT UNDERWATER!











Megahealth

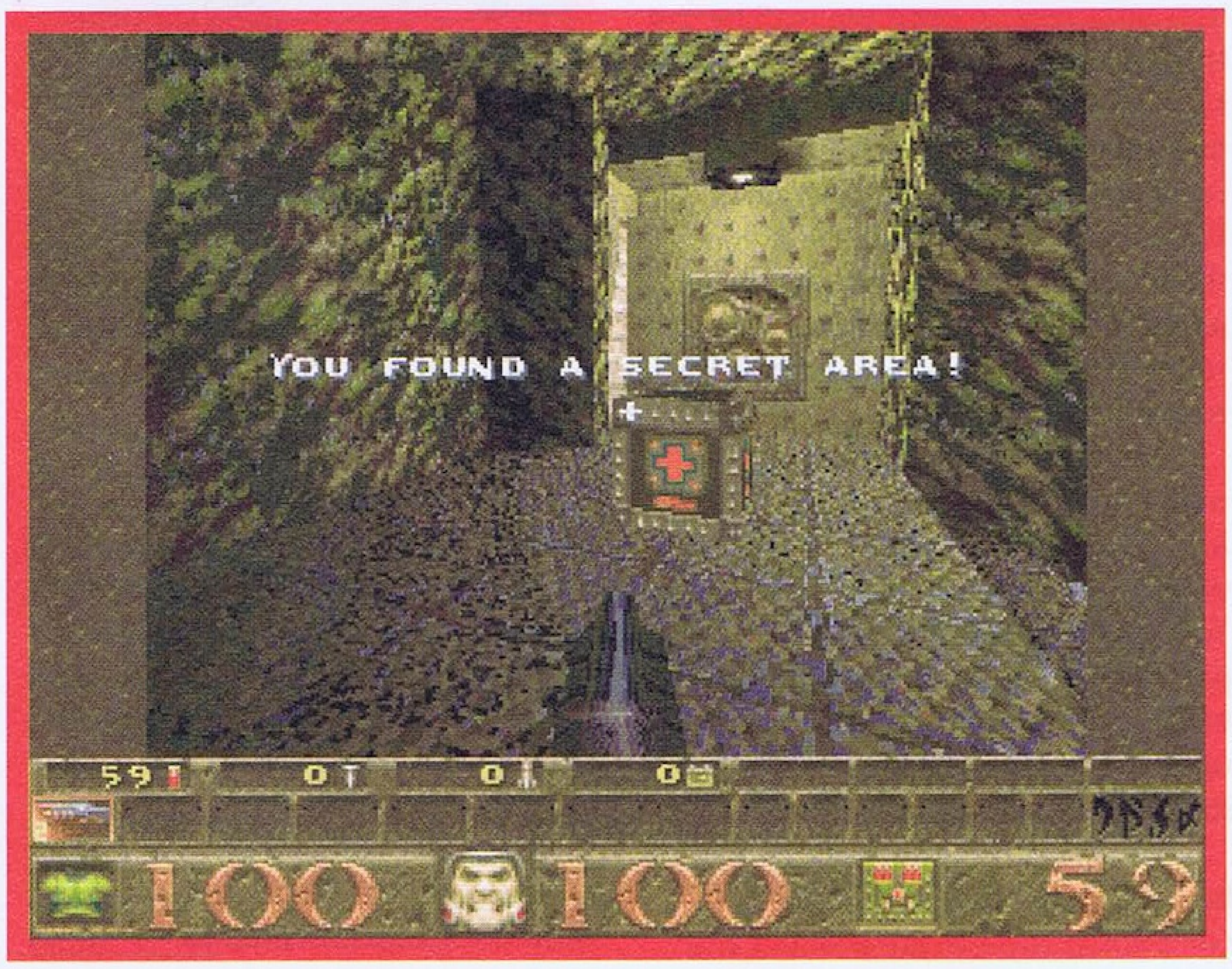
You'll go underground and underwater, but don't worry as it won't be for long. As you follow the river around you'll see some steps. Climb them and get the megahealth which puts your health up to 200 temporarily – it gradually counts back down to 100.

You can't open the door in front of you so follow the river until you come to a halt. There'll be a lift under you which will take you up to where you got the green armour from.





Shooting the bad guys, shooting the TV and shooting the door gets you the Quad damage.



The second secret isn't much harder to get, as you can see from the screenshots above.

Go back to the lift, go down and across the bridge. Make sure you have the shotgun armed before you get to the doors on the other side and aim at the big canister on the other side of them. This will explode if you hit it and it'll frag all the bad guys waiting for you (two grunts and a rottweiler), otherwise you'll have to take them out the messy way. Go through this door and head to the right to pick up some shells and get the next secret.

To actually get this secret, walk around the pillar in the middle of that bit of the room until you see a telly up on the side of it. Make sure you've moved back as far as you can and shoot the telly. You should find that you're on a lift which carries you up to the ledge above you where you should find some goodies and another TV set. Shoot this and a door opens which leads you through to a Quad damage icon. Get this and you'll hear a strange noise and the screen will be tinged blue.

Continued overleaf ➡

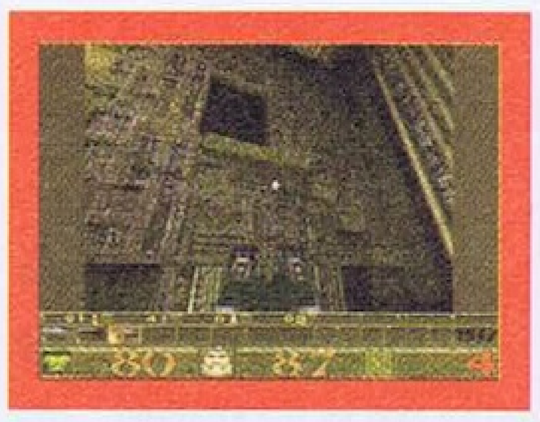
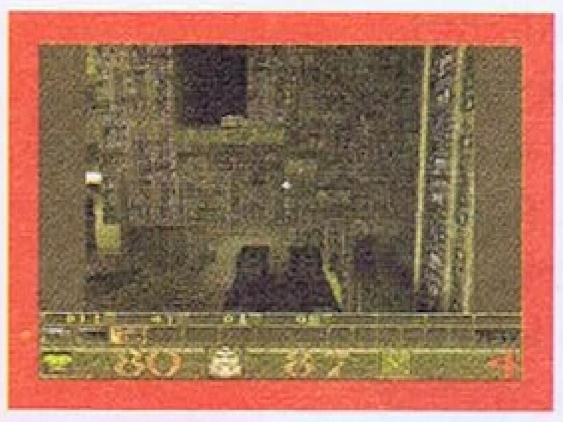
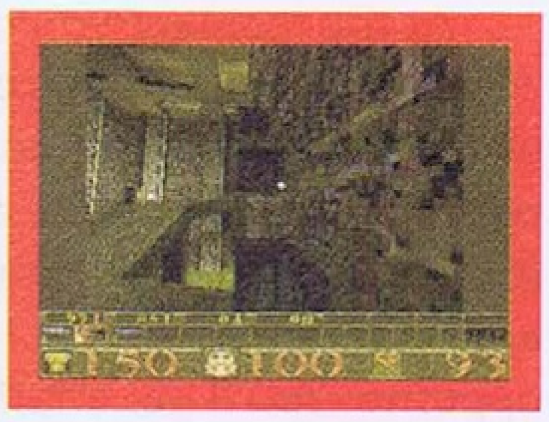
SEND US YOUR TIPS!



If you've got some hints, cheats, tips or general good advice on any Amiga games – especially some of the newer ones like Sixth Sense Investigations or whatever, then don't keep them to yourself – send them in so we can pass 'em on to other gamers out there who might be having more problems than you.

Also, if you've got a query about a game (and no, we don't really mind people asking about The Secret of Monkey Island), then drop us a line and we might be able to answer it in Helping Hands.

HELPING HANDS • Amiga Format
30 Monmouth Street • Bath •
BA1 2BW

Jumping onto the ledges without falling into the slime – this is the hardest one to get to by a long way.

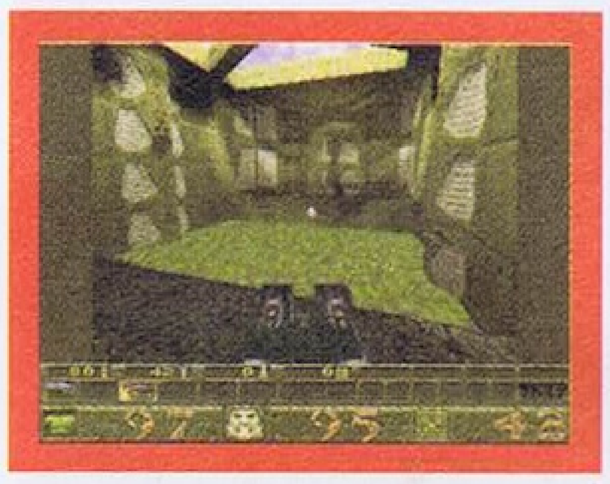
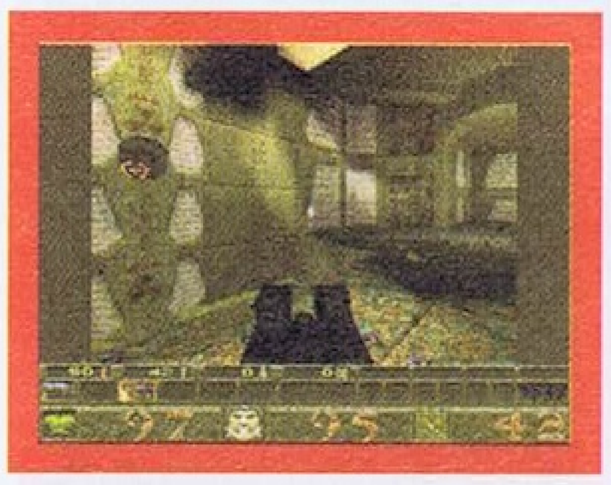



Get the biosuit and you can swim under the slime to get to the armour with no trouble.

Back out of there quickly (before the secret door closes) and head back to the left hand side of the door you came through to get to the room where there'll be a rottweiler and a grunt waiting for you. If you've been really fast you'll be able to take one shot and watch them explode as you hit them with four times the normal power of your shots.

Decisions, decisions

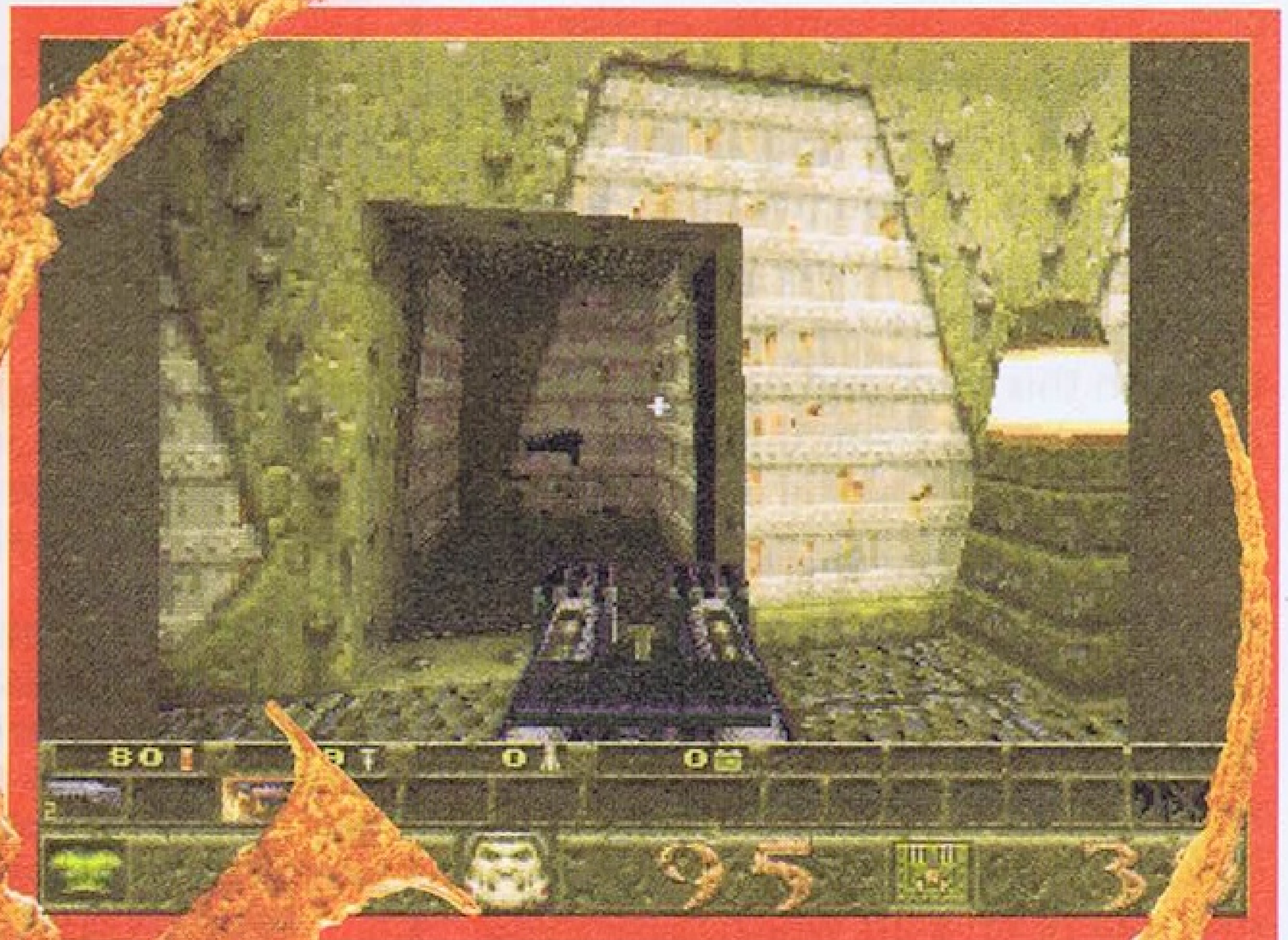
Now you have two choices. You can pop your head around to the right at the top of the steps and let the people on the other side of the slime have it while you still have the quad damage, or you can go to the lift to the left of the steps and get the nailgun. It's up to you – you can't do both. Let's say we've gone up the lift, blown the nice doggie away and rushed around to the room which contains the nailgun.


As soon as you pick it up you'll be switched to that weapon, the lights will go out and a door will start opening in front of you. There's a grunt behind it and you should have just enough quad damage left to switch to your shotgun and frag him too. Pick up the shells he leaves and the box of nails up on the shelf.

You can drop off the side of the walkway as you come out of the room as it's not high enough to hurt. Then proceed up the steps to the slime on your right. There's a button here which you can push to put a cover over the slime, but don't do that until you've got rid of the bad guys on the other side unless you really like mixing it. Once you've shot them, hit the button and start walking across the now-covered slime, but wait.

Look to your left and you might see what looks like a target in a hole on the wall in front of you. Make sure you have the nailgun armed, shoot it and then turn 90º to your left where you should see a door opening. You'll know if you hit the target because you'll also hear the door opening, which is one of the reasons this game is so hard to play without sound.



Spotting hidden targets like this is the key to locating secret areas, unlike Doom where you just walked along trying to open the wall.

Go into this secret room and grab the double-barrelled shotgun and get out. If the door closes before you get there, shoot the target again. If it closes while you're inside, thump it with your axe to open it again.

Now head across to the exit from this room and turn to your right. There's another grunt there, but since his back is to you, you should be able to sneak up fairly close to him before letting him have it with both barrels. There are a few more baddies down this sloping section and you'll want to take them out in short order while switching the switches which will open the exit slipgate. Once you've got rid of all the nasties you can try for the next secret, but it's tricky.

The hard part

You can jump up onto the wall by the third button. You should then be able to jump onto the light pillar, then onto the bit where the button is. From there you can run and jump onto the steps going up the side of the room above and get the megahealth like the one you already found. Drop back down again and go to the bottom of the slope.

Go around the right hand pillar until you find the biosuit. Put it on and go across to the other pillar where you can jump into the slime. Turn right and go through the passage until you can see a circle hanging in the slime above you. Swim up through it and climb out. You'll get some health and yellow armour.

Go through the slipgate and you'll be back above the door in the complex so you can jump down and go left, go over the covered slime, through the doorway, down the slope and through the next doorway. You'll find another grunt and his dog. Despatch them and the two at the top of the slope around the corner and you're onto the next chapter.






All the way out, with a full record of kills and secrets. If only the rest was this easy!

I know I've covered this level in extreme detail, but rest assured, we'll be progressing through the following levels at a much faster pace.

Anyway, you should have a perfect secret rating for this level now, and I hope you'll be able to keep this up for the following levels. Next month we'll also be giving you some hints on how to get the most from the game and how to configure it to your tastes.



PD Select

Dave Cusick samples a selection of the best of this month's pile of public domain floppies.

Virus Workshop

BY: Markus Schmall
WARE: Free
PD LIBRARY: Online PD
NUMBER OF DISKS: 1
PRICE: 75p + 75p P&P

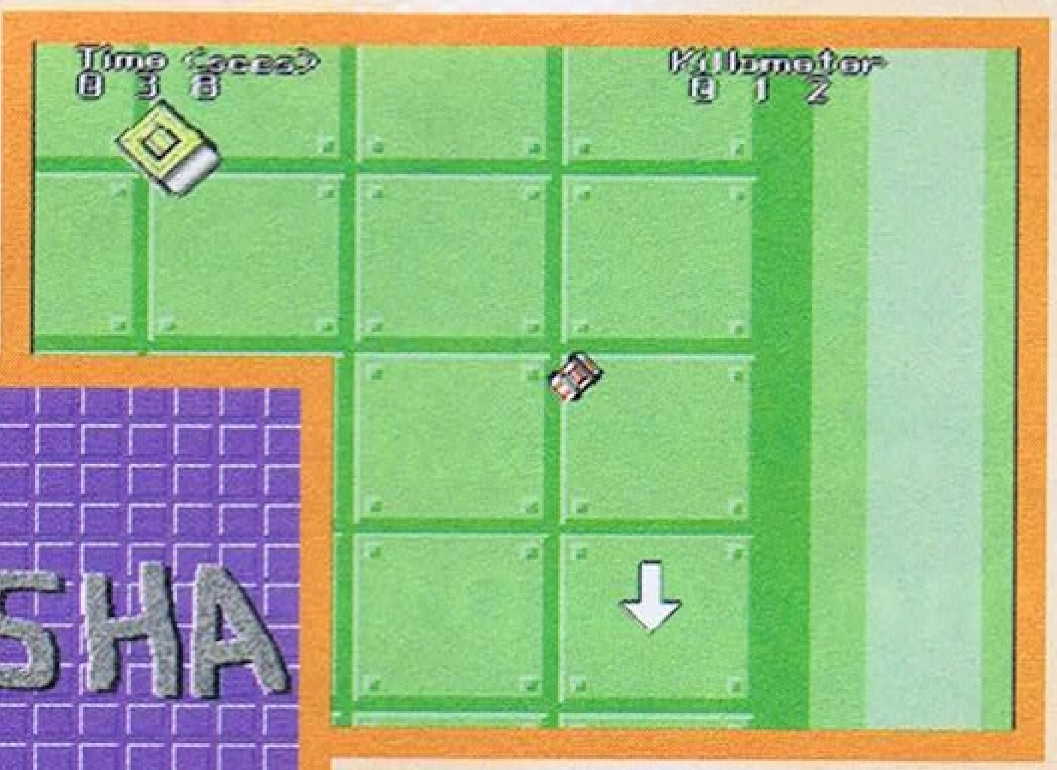
A good virus protection program is always useful. You can run this sort of program every day for years and never turn up anything to worry about, but Sod's law dictates that the one day you run a freshly downloaded program without scanning it for viruses, you'll end up losing valuable data as a consequence.

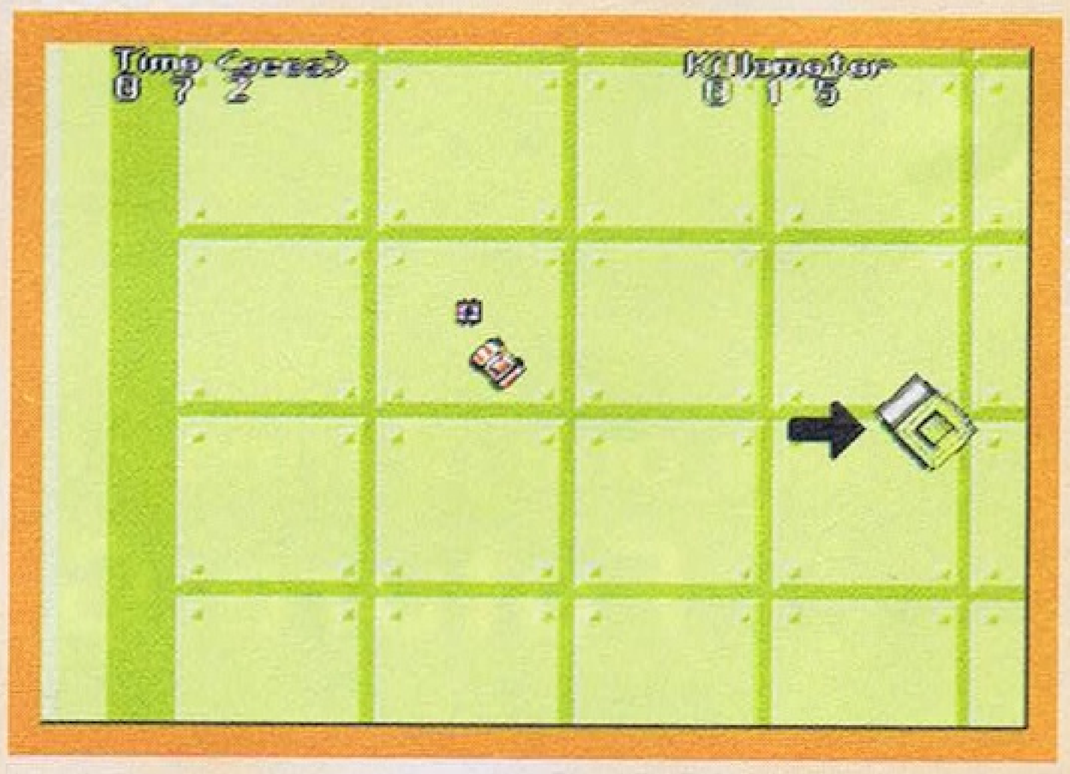
In some ways it's a mark of the fragile state of the Amiga scene that there aren't an enormous number of new viruses and trojans appearing these days. However, it would be wrong to suggest that there is no threat to your data from malicious programs such as these, and you'd be unwise to stop running protective software on your system just because the risk of virus damage isn't quite as high as it was a few years ago.

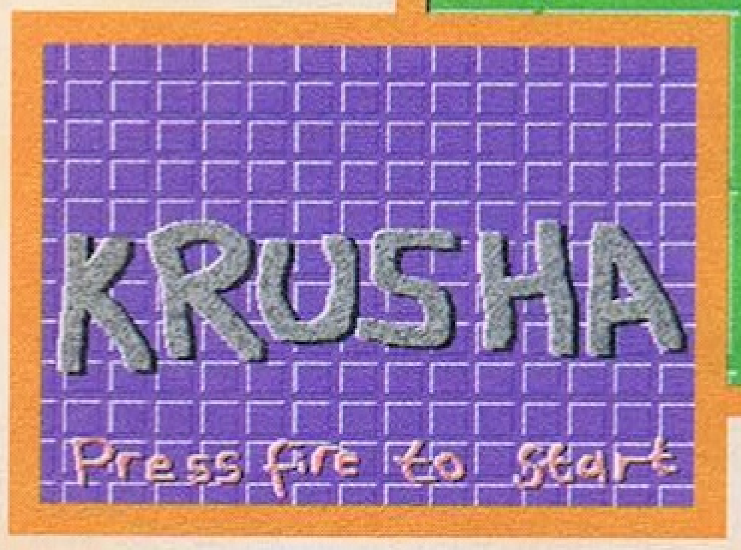
This latest release of *Virus Workshop* incorporates new code which should enable the software to recognise a variety of new trojans, in addition to the scores of file viruses, trojan horses and link viruses which previous versions could identify.

The copious documentation which accompanies *Virus Workshop* includes a file listing all 343 recognised viruses and

Krusha



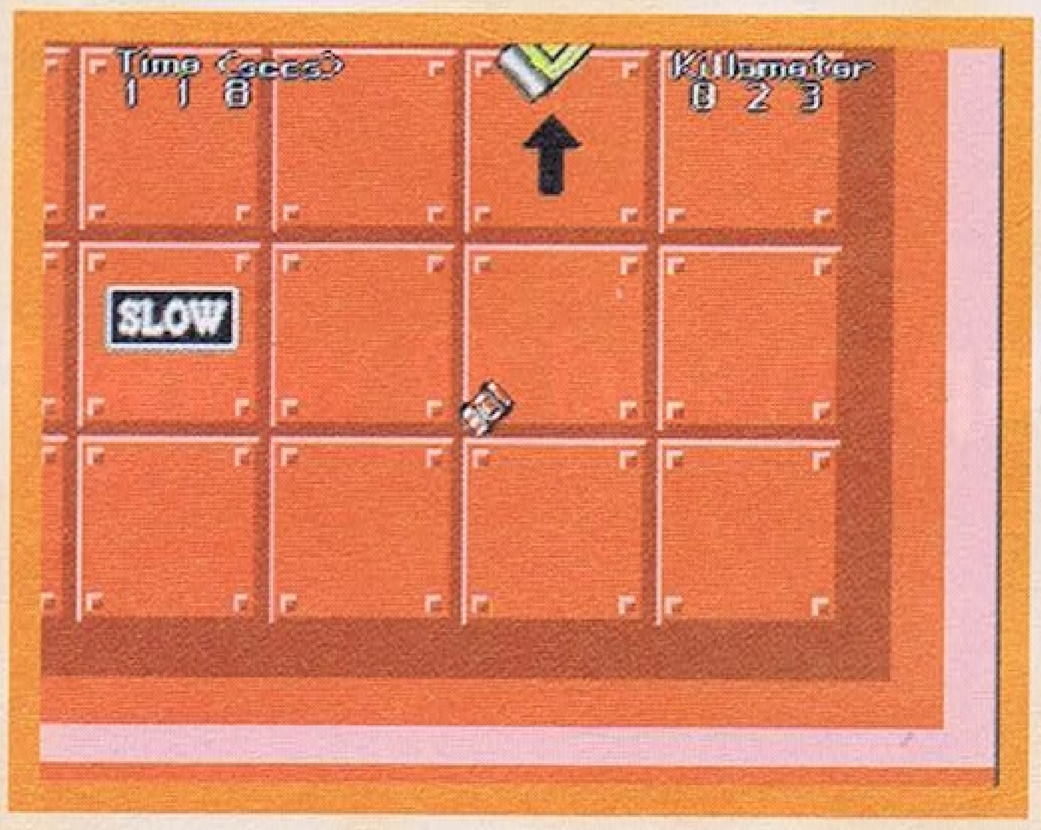




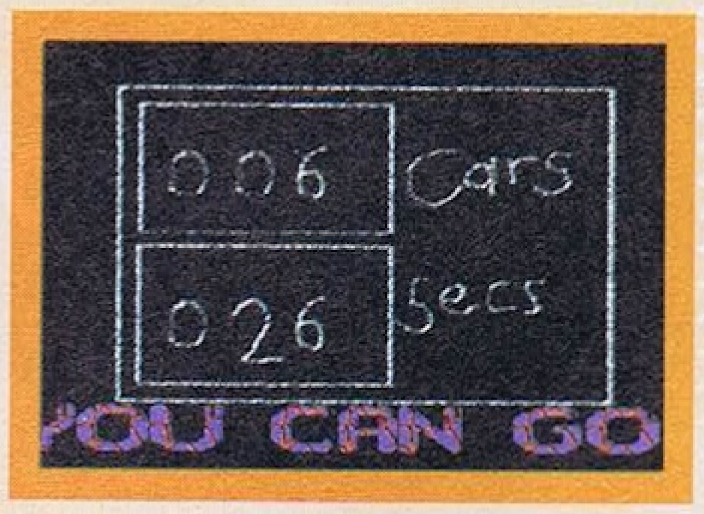
Krusha was written by a 14-year-old using *Amos Pro*, and while it may not be the most technologically advanced program ever created, it's still not a bad effort, especially from such a young chap.

You take control of a small but nippy car and you must hurtle around a scrolling arena, running over smaller pink and white cars (hey, it's a dog eat dog world). Only one small car will appear in the arena at any one time, its location relative to your own being indicated by a large white arrow. Once you've squashed one small car, another one will appear elsewhere in the arena.

All the while you have to avoid the attentions of a large steamroller, the position of which is indicated on the screen by a large black arrow. If you collide with the steamroller you'll be crushed against a wall and that'll be the end of the game.



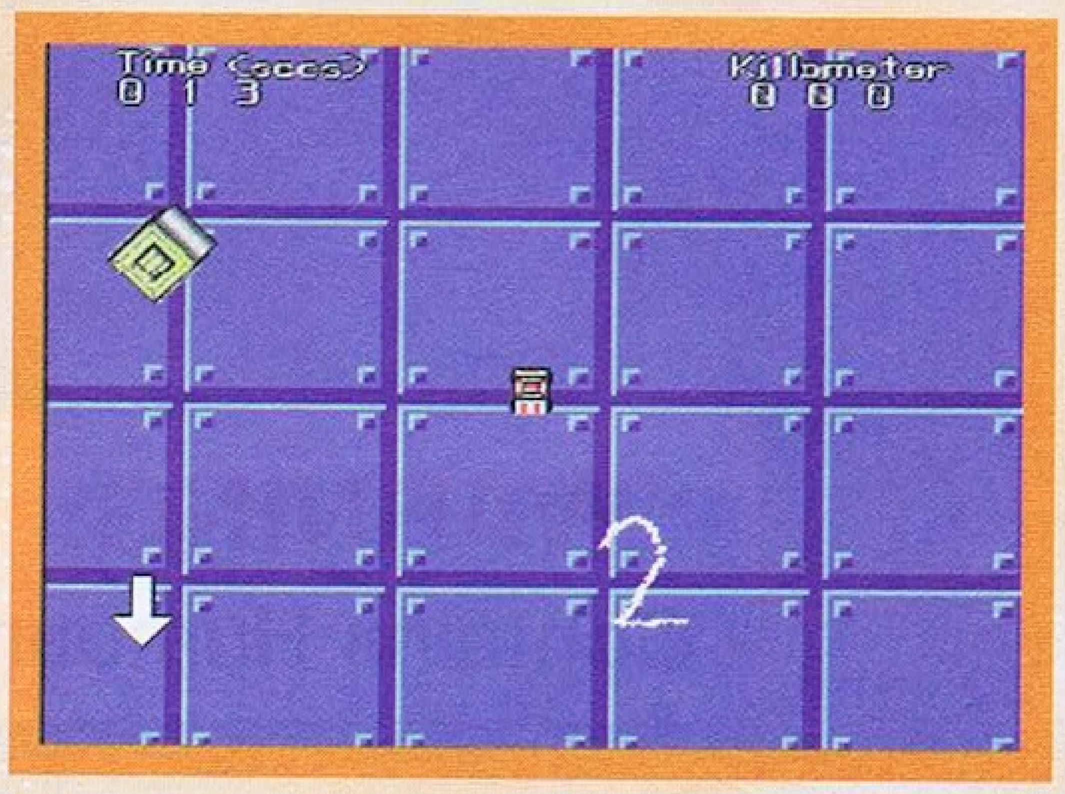
The colour of the background indicates the increasing speed of both yourself and the roller.



Bonuses are liberally sprinkled around the arena. Some of these increase your score or give your car a speed boost, while others slow down or stop the roller for brief periods.

If you're still alive after 30 seconds then the steamroller speeds up, and it does so again every thirty seconds until eventually it'll be hurtling around the screen like a whippet on speed, whereupon you'll have a cat's chance in hell of staying alive for long.

Graphically, the game is far from spectacular, but the scrolling is good and it helps make the on-screen action quite frenetic at times. Simon's added plenty of nice sampled sound effects too, which do boost the appeal of the game.



Keep an eye out for the steamroller on the left.

BY: Stuart Brown
WARE: Free
PD LIBRARY: Online PD
NO OF DISKS: 1
PRICE: 75p + 75p P&P

PoPuP

When I was a toddler I used to have a little plastic hammer and workbench set. The workbench was peppered with holes and there were some little plastic shapes which you were supposed to fit into the appropriate holes and then bang through the workbench.

The idea, of course, was that my recognition of shapes would improve through my banging seven shades of shinola out of the darned things with a little plastic hammer. Oddly enough, this strange plan probably worked – I certainly don't have any great difficulties identifying a square when I see one.



Hmm, so you pick the pieces up with your mouse and put them in their respective homes. Ingenious.

Anyway, this entertaining AGA-only game reminds me of that little plastic hammer and workbench set. There's rather less banging involved – indeed, if you attempt to use your mouse in the same way that I regularly used my hammer, you'll find yourself having to get a replacement in no time – but the basic principle is the same: you have to stick a whole range of shapes into appropriately shaped holes.

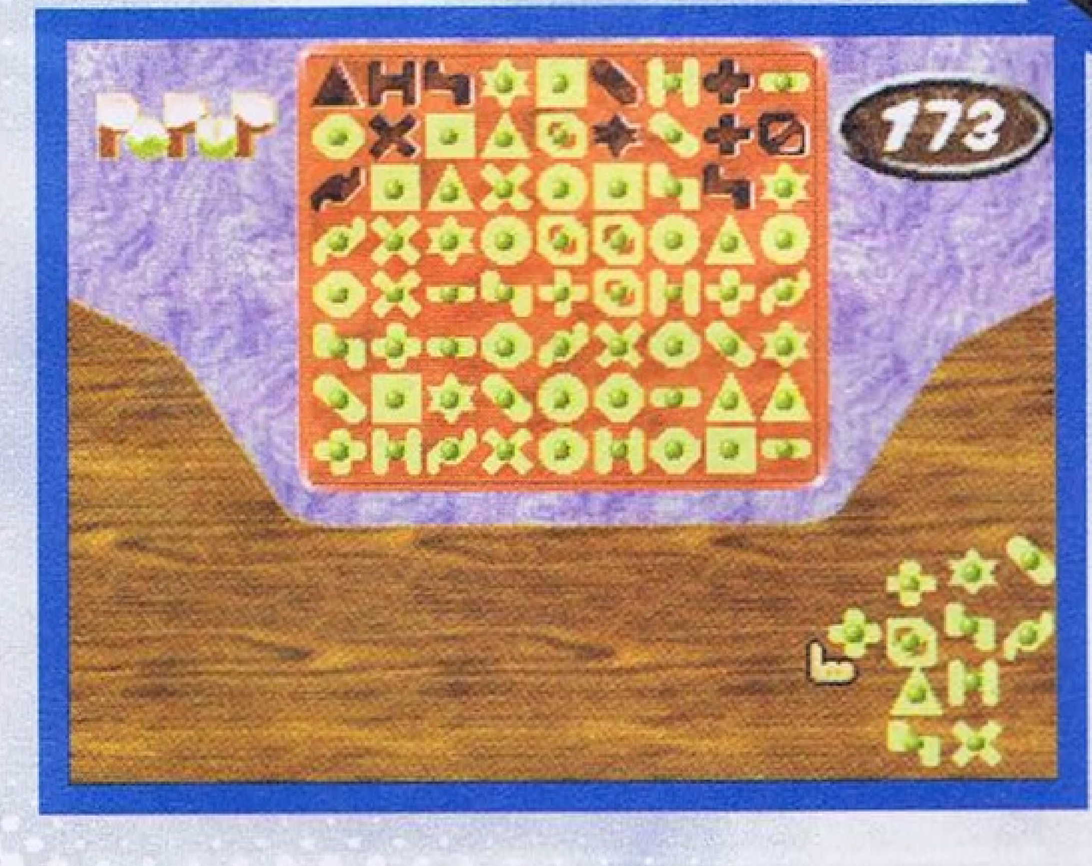
PoPuP's as well presented as it is enjoyable, and it features some really catchy music and sound effects too. There's a sample from a tune I might be able to name if I knew anything whatsoever about rap music, as well as a smattering of excellent sound effects. If all PD games sounded this good then I'd be a much happier bunny. Still, the one thing that can be said for bad tunes in PD games is that they make you appreciate the good ones all the more...

You'll need an AGA Amiga in order to run *PoPuP*, and some fast memory is recommended although the author reckons it will run on a bog standard machine with 2Mb of chip RAM. This version runs directly from floppy disk, which means there's a fair bit of waiting around while data is loaded. However, those with Internet access may be interested to know that there's another version of *PoPuP* available on Aminet, designed to be run directly from a hard drive.

BY: Sly
WARE: Free
PD LIBRARY: Online PD
NO OF DISKS: 2
PRICE: £1.50 plus 75p P&P









You'll get the hang of it very quickly but if you want to change to harder levels, you have to spend a lot of time waiting for the disks to reload (above).

gives details of the ways in which many of them operate. The program can also identify and deal with a whole host of bootblock viruses.

Before you can run *Virus Workshop*, you'll have to dearchive it to your hard drive and run the installation script. Once you've done this you'll find that despite its considerable power, this is a reasonably straightforward piece of software to use.

You should be aware, however, that the program uses a temporary directory for its *LhA* archive checking function, which is assigned with the name VWLHA. This should be assigned to a blank directory on your hard drive because *Virus Workshop* clears the contents of this directory out when it's finished. Whatever you do, don't assign VWLHA to SYS:!

Virus Workshop is Shareware, and if you continue to use it you're obliged to send the author $10 or 15DM for his troubles. In my book, that's a small price to pay for peace of mind.

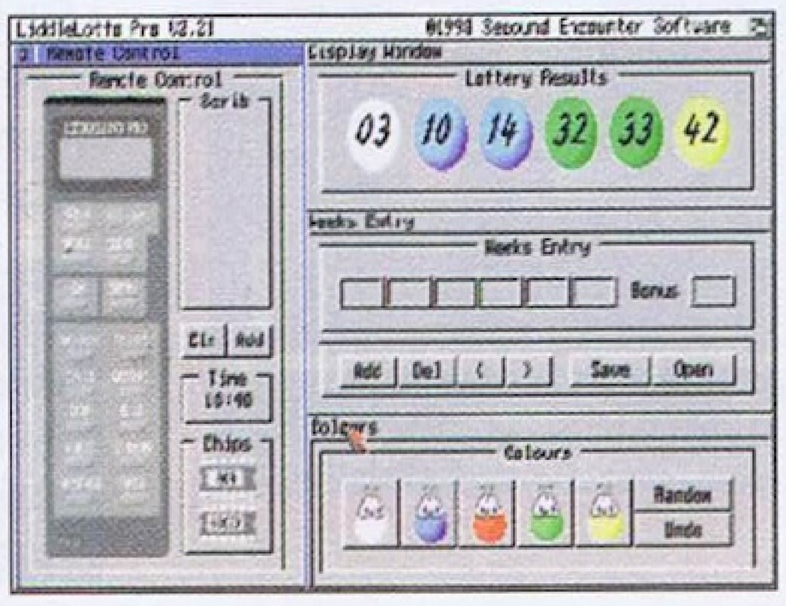
LiddleLotto 2.21

BY: Paul Bates
WARE: Free
PD LIBRARY: F1 Software
NUMBER OF DISKS: 1
PRICE: 80p + 75p P&P

There's a popular saying that says, "If you don't buy a ticket, you'll never win the lottery", and you can't argue with logic like that.

I'm proud to say that I've never so much as bought a single ticket for the National Lottery. When the Lottery was first launched a few years ago, plenty of people I know agreed with me that it was not actually A Good Thing, and that buying a ticket was a markedly less effective way of giving money to good causes than simply going out and giving the money straight to a charity.

Shame we don't get to see Bob Monkhouse smarming his way into our hearts.



However, several years down the line it seems that I'm the only one principled and stubborn enough to have held out. Some of my nearest and dearest will curse themselves repeatedly if they forget to spend a few pounds on tickets twice a week, and I even have friends who can't resist buying a scratchcard whenever they have a spare pound in their pocket.

Still, the Lottery has benefited some people enormously, and I'm not just talking about the directors of Camelot here. Over the past few years a great many people have been made millionaires thanks to the Lottery, and a great deal of cash has been raised for various worthy charities, which arguably might not have been otherwise.

In the weeks and months following the first draw, an absolute glut of lottery prediction programs choked up the PD mailbag of the now departed Amiga magazine for which I then wrote.

Continued overleaf ➡

Some offered random number generators to help people choose their lucky balls, while others attempted to offer details of balls which were statistically due to come up again soon. Some of the programs were really quite good. Eventually though, most PD and Shareware authors got fed up with writing Lottery prediction programs and went back to writing *Breakout* and *Space Invaders* clones.

Some of them, unfortunately, decided to jump ship and start writing PC software, because over in the weird world of Windows people can get away with charging £15 for something as simple as a screensaver.

Now though, a chap by the name of Paul Bates is threatening to spark off a whole new wave of Lottery prediction programs – he's gone and released a really nice piece of software for those of you who are willing to give anything a try in your quest to become a millionaire. *LiddleLotto* offers the user ten different ways of selecting numbers, including various simple statistical methods and an effective random number generator.

LiddleLotto is Shareware and registration costs £5.75. Still, if you manage to win the jackpot on the Lottery with it then that's an absolutely trivial price tag...

ONLINE UPDATE

The majority of programs which appear on Aminet and on their creators' websites are very quickly tracked down by PD libraries and added to their catalogues. Each month though, this section of PD Select takes a look at some of the programs which have appeared online within the last couple of weeks and which at the time of writing only the online Amiga community have access to. However, by the time you read this you should expect your favourite library to have these programs in stock.

Version 1.0 of a new database program has just appeared. *MUIbase* is designed to be fast and powerful and it features a variety of programming options to complement its impressive array of tools. Expect a full review in these pages soon, but if you want to get your hands on it straight away, visit the *MUIbase* homepage at http://www.amigaworld.com/support/muibase/.

Version 2.37 of *FFnews* has also appeared recently. Unsurprisingly, this is a newsreader and it's got plenty of nice features. It can be used as an online or offline reader and it can also double up as an email client for those occasions when you just can't resist flaming someone directly.

***FFnews* also offers a drag and drop file attachment facility, a URL grabber which remembers where and when it collected each website address, powerful filtering functions and more besides. Usenet regulars who are frustrated with their current news client would do well to take a look at the *FFnews* website, which can be found at http://www.rbm.de/ffnews/indexuk.html.**

Finally, *Printmanager* is a printer spooler for WB 3.x machines. A printer spooler intercepts everything your application programs send to printer.device and saves the data to a file, freeing up your applications so you can get on with more work. The spooler program then keeps sending bursts of data to your printer as they're required.

***Printmanager* has some nice features, such as the option of excluding certain tasks from spooling and the facility to print files from within the program. It even lets you recover and continue unfinished print-outs should your machine crash. Those who regularly print out graphically intensive documents and who don't yet have a spooler would do well to visit Aminet and download a copy for themselves.**

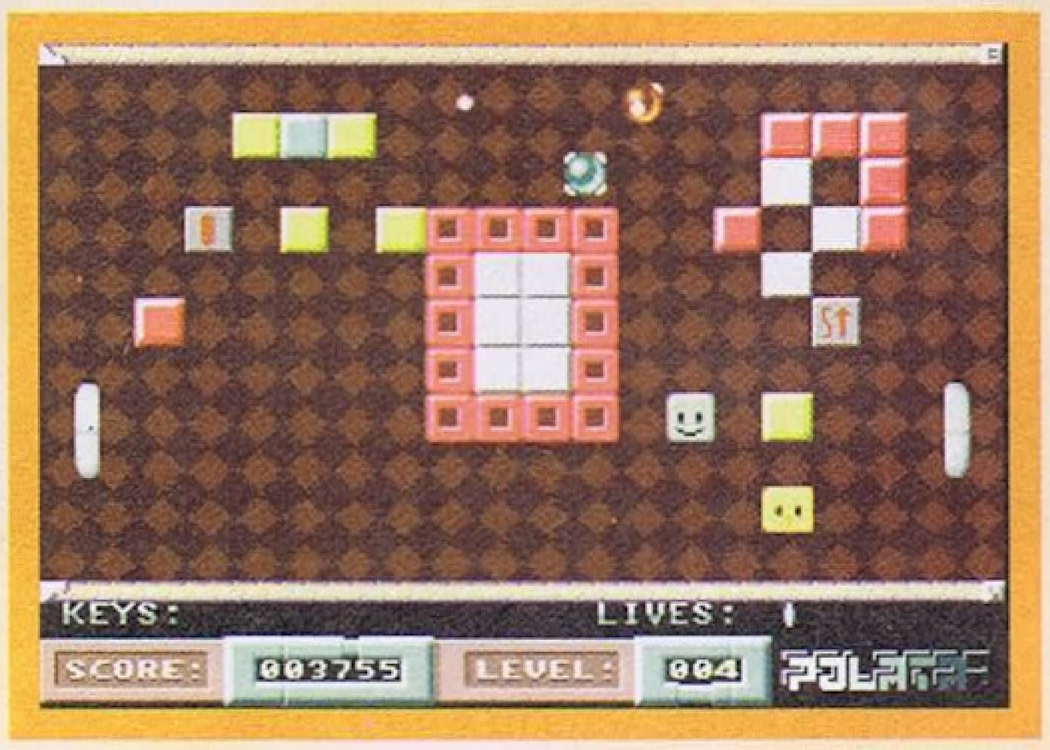
TalkMaster

BY: Samel Software
WARE: Free
PD LIBRARY: Classic Amiga Software
NUMBER OF DISKS: 1
PRICE: £1.00 + 75p P&P

The first time I really played around with an Amiga properly was at a friend's house, sometime around 1990.

I was an Atari ST owner at the time, and though I'd been reasonably impressed with the few games I'd played

Polataa 5.01



***Breakout*, eh? To some, that's just the title of a catchy Swing Out Sister hit of the late '80s. To considerably more people, however, it's the name of one of the most oft-recreated computer games ever conceived.**

Reinventing the wheel has always been big in the computing world. Just because something has been done a thousand times before is no reason why it shouldn't be done yet again. If there's a slight twist, all's well and good. If not, it doesn't really matter; it'll be unleashed on the unsuspecting public anyway.

So here we are, a mere twelve months away from the end of the 1990s, staring a new millennium square in the face... and the PD sack contains yet another *Breakout* clone. The competence of many Freeware and Shareware authors may not be in doubt, but I think it's fair to say that a little bit more imagination wouldn't go astray.

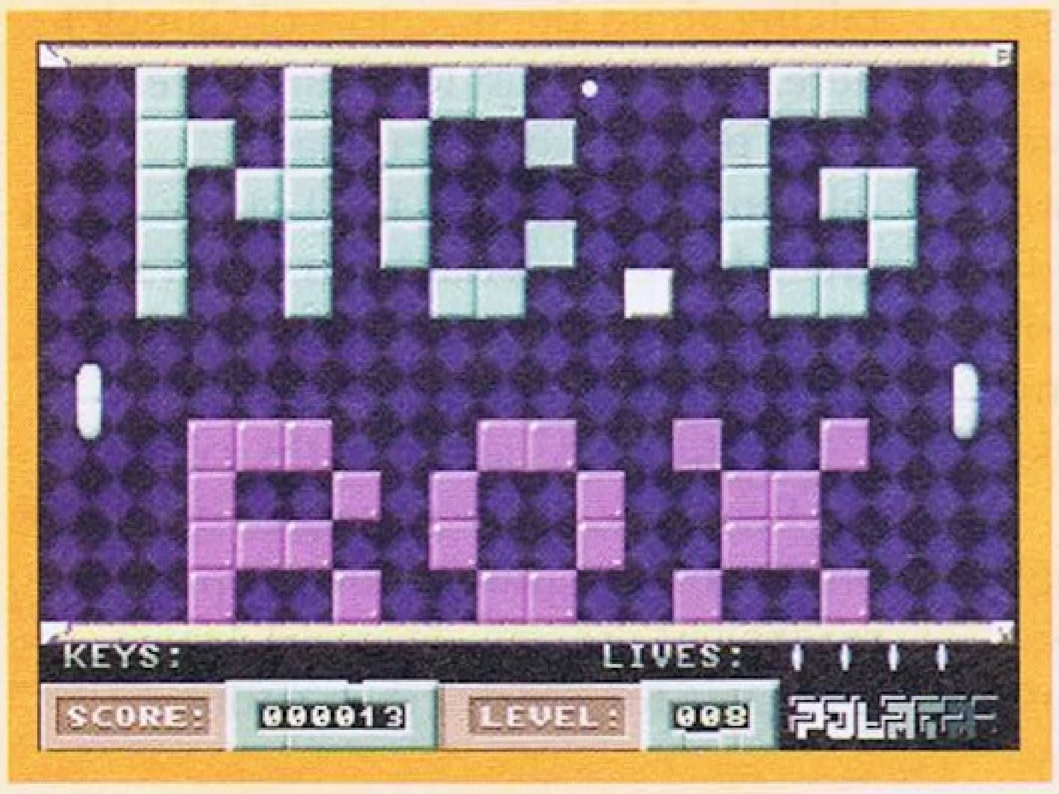
"I... love *Breakout* games. They're the most wonderful things ever invented," explains the author in the ReadMe file which accompanies *Polataa*. Call me a cynical old hack if you will, but I can't help thinking that there should be more to life.

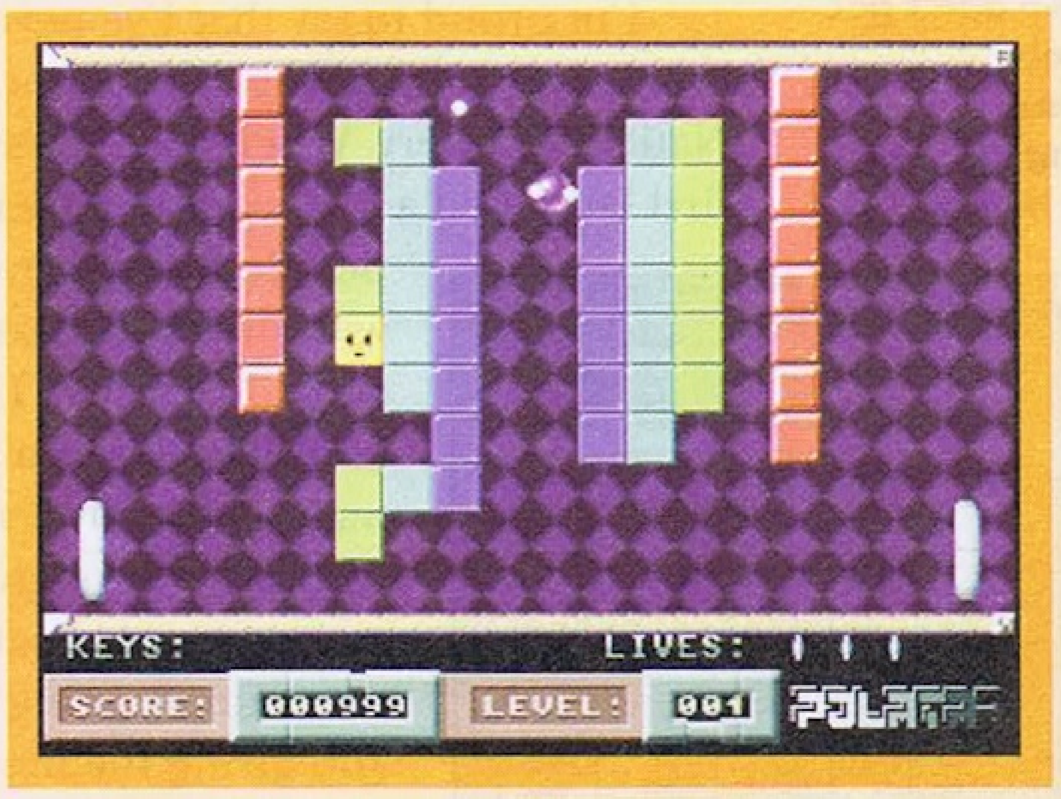
To be fair, *Polataa* isn't quite the same as the numerous other *Breakout* clones which already clog up a sizeable chunk of Aminet server space. To the age-old bat-and-ball gameplay, the author has added elements of *Pong*, which of course is famous for its own – you've guessed it – age-old bat-and-ball gameplay. Basically, you have a bat at each side of the screen instead of a single bat at the bottom.

There's a storyline ("Your mission, as an excellent world rescuer, is to dismutate all mamas"!) but it's totally irrelevant. The bottom line is that if you enjoy *Breakout* clones you'll enjoy this, but for heaven's sake, don't expect anything you haven't seen time and time before.

***Polataa* is nicely presented and quite slickly programmed. It features plenty of bonus bricks which cause the ball to speed up, slow down or behave in weird and wacky ways and it requires the AGA chipset.**

It's been branded Whatever The Heck You Like Ware by its author, so if you like it you should send him something interesting or useful. Might I suggest a list of ideas for games which have nothing whatsoever to do with *Breakout*?





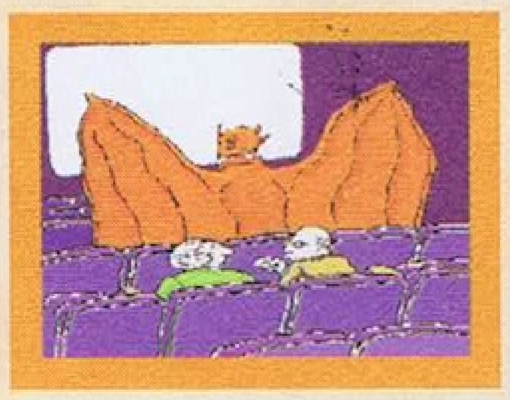
Breakout, but a very good version of it, as seen on our very own coverdisk last month.

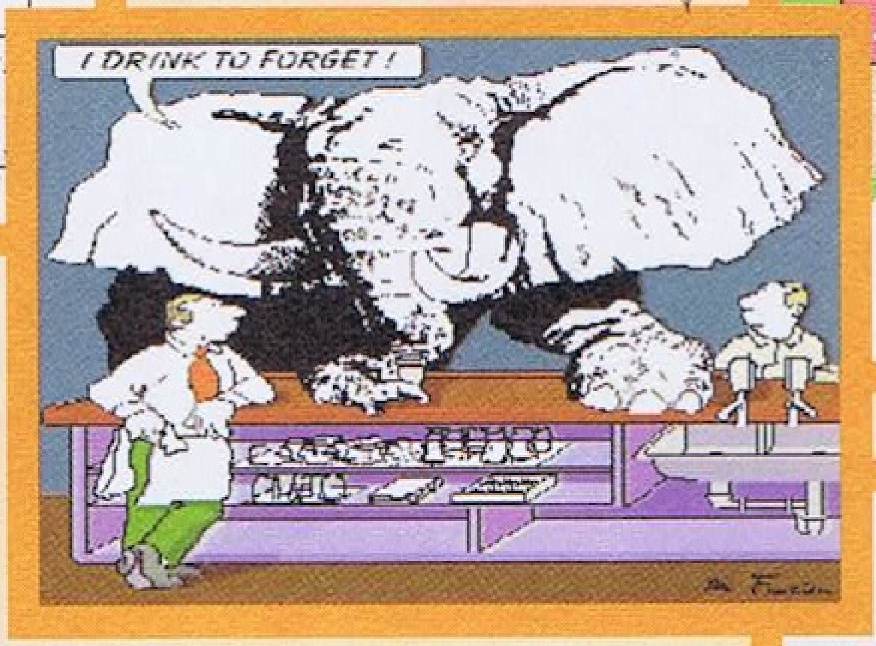
BY: Marcus Johansson
WARE: Whatever
PD LIBRARY: Online PD
NUMBER OF DISKS: 1
PRICE: 75p + 75p P&P

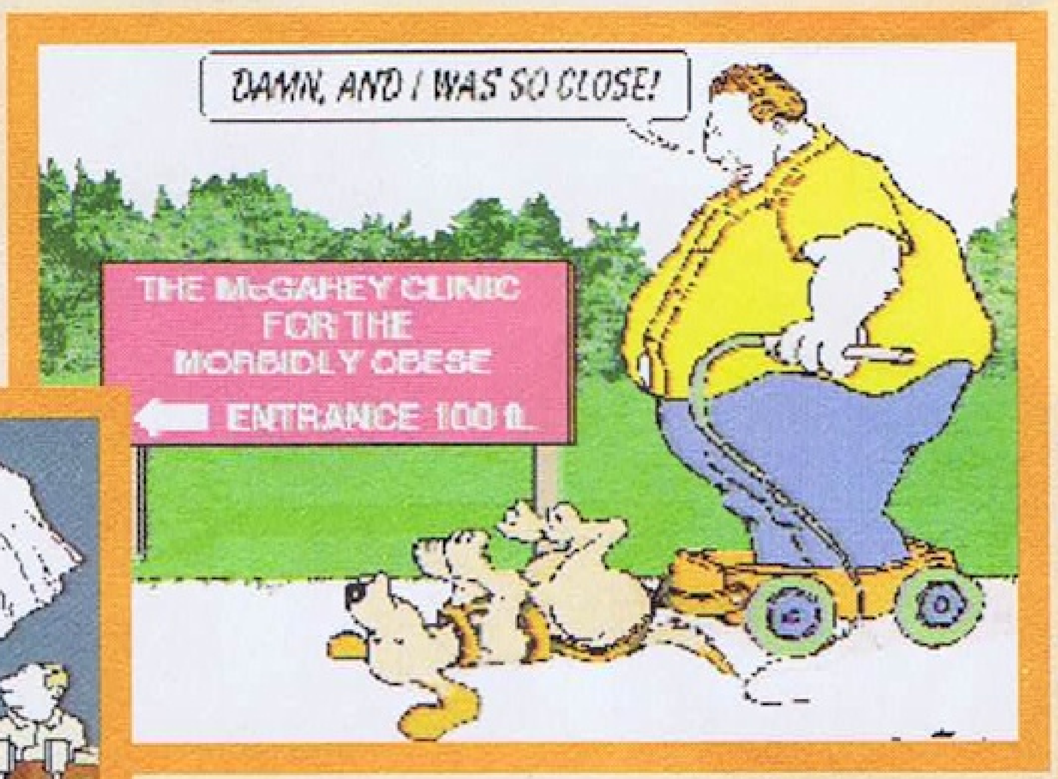
Bughouse Slideshow















Good old fashioned sick humour. If easily offended, you'd better not look too closely.

Some people have a really strange sense of humour. The continuing popularity of shows such as *You've Been Framed* is proof of this; millions of people delighting in watching hapless souls injure themselves on camera once a week. And it's presented by that godawful woman from Emmerdale too... ooh, it makes me shiver just thinking about it.

Personally, I like to think of myself as having a fairly sophisticated sense of humour (don't we all?), but considering that I guffawed heartily through the highly adult humour of *There's Something About Mary* twice in a single week recently, I suppose that's nothing more than wishful thinking.

This slideshow contains a collection of cartoons originally exhibited on the web by Michael Frasier on his Bughouse site (http://www.net-link.net/~michaelf/cartoon.htm). The cartoons are described as "sick, twisted and funny" by Larry McGahey, who originally uploaded a *CanDo*-authored Bughouse slideshow to Aminet. Since that slideshow wouldn't quite fit on a floppy, Online PD have created their own little slideshow program to display the images.

It's probably fair to say that the Bughouse cartoons won't appeal to everybody's sense of humour. Some of the pictures are quite sick, such as the hanged man being used as a rope swing by a small child and the prison warden lighting a cigarette off a man in an electric chair.

On the other hand, some cartoons are equally amusing but much less unpleasant: for instance, there's the bloke frantically painting snowflakes in bright colours and the elephant who drinks to forget.

Although the image quality isn't superb (the online originals aren't particularly large so they don't always look marvellous when scaled up to fill the monitor screen), this is a disk which should provide some amusement for those who aren't easily offended.

BY: Michael Frasier
WARE: Free
PD LIBRARY: Online PD
NUMBER OF DISKS: 1
PRICE: 75p + 75p P&P

on Amigas up until that point, I hadn't seen anything which my ST couldn't have managed. Yeah, the scrolling might have been better on the Amiga and the ST had a smaller palette, but the ST was considerably cheaper, and at the time everything which came out on one machine arrived on the other platform shortly thereafter.

Two things made me realise that the Amiga was eventually going to consign the ST to silicon heaven. The first of these was that Bitmap Brothers classic, *Speedball*, which was phenomenally playable on the Amiga but which seemed weedy and disappointing on the ST. The second was the Workbench speech program.

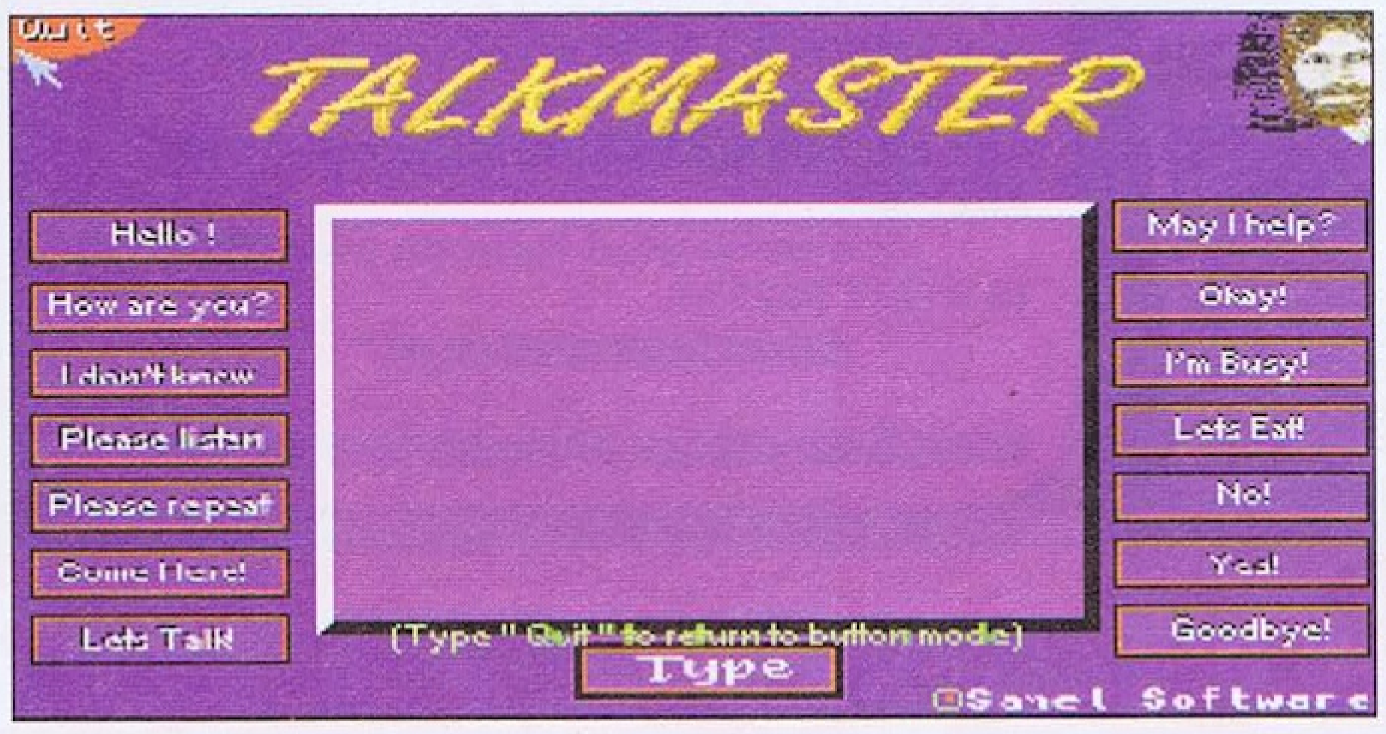
That probably sounds like a strange thing to say because speech generated by this program was and is rarely anything other than laughably bad. However, at the time this was impressive stuff and it made me realise that in the hardware stakes the Amiga was streets ahead of the competition.

That was then and this is now, though. Eight years on and the novelty of typing rude words into an Amiga and listening to a computerised voice mangle them almost beyond recognition has worn off somewhat.

TalkMaster is an *Amos* program which basically offers a simple front end for the Amiga speech application. It allows you to type in your own words or click on a selection of buttons to play various preset phrases.

It's fun for about five minutes, but in the long run it's probably about as useful as chocolate teapot. Still, if you haven't heard the dulcet tones of your Amiga since you deleted the speech program when you last ran out of space on your hard drive, *TalkMaster* might be worth a look.

I wonder if Kris Kristofferson, hiding in the upper corner, donated his gravelly voice to this program?



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Issue 119

WEB DESIGN 2
Create your own web pages using this simple editor, without having to learn any code tags.

POLATAA 5
A new twist on the classic *Breakout*, involving two paddles and a load of unique power ups.

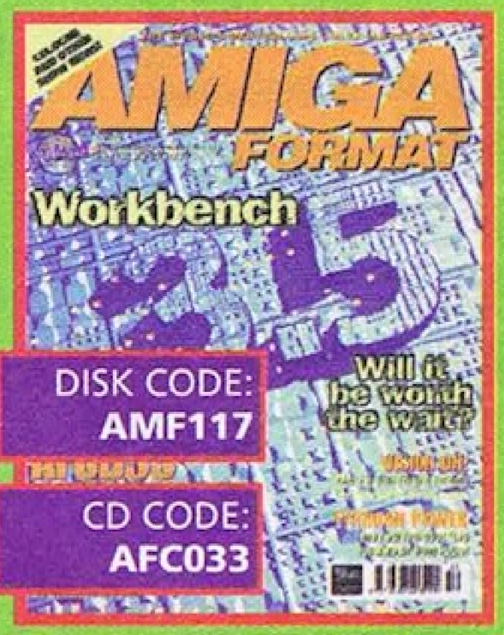
The biggest show in the Amiga calendar was also one of the most important ever. Find out why in our in-depth report.

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Coverdisks: Organise yourself with *Ultra Accounts 4.6* and kill, maim and destroy in the bloodthirsty *Revenge AGA*.



Issue 117

Coverdisks: The latest version of the *Fiasco* database, plus manic bee-blasting fun in the revamped *Gunbee F-99* shoot-em-up.



Issue 116

Coverdisks: Seven top utilities every Amiga owner should have, plus top platform, lolly-chucking action in *Pati's Quest*.



Issue 115

Coverdisks: Manipulate your images with the versatile *PPT 4.48* and chuck dung at people in adventure game *Kak*.



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The other day I was told I had the best job in the world – all that free software and hardware to play with for as long as I like. Hmm, if only it was true.

As I sit here trying to write this, I'm scoffing down some lunch, and that'll give me indigestion since I've been bolting it. We've got the news pages to write before we pack up for Christmas and because of a problem with my CD-ROM drive at home I've had to spend the morning reviewing *SView* and *UCONV* here instead of on my nice graphics card.

Not only that, I've somehow got to come up with the hundred quid I need to pay for my hard drive by the end of the week, and it's all getting on top of me. Just feel happy that you only have to read the mag, not write it!

Ben Vost

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90+%	The crème de la crème. Only the very best, most versatile and effective products are awarded an ***AF Gold*** – the most highly prized rating there is.
80-89%	These products are very good, but there are minor flaws or areas that could be improved upon.
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Seven? I remember when it was only one...



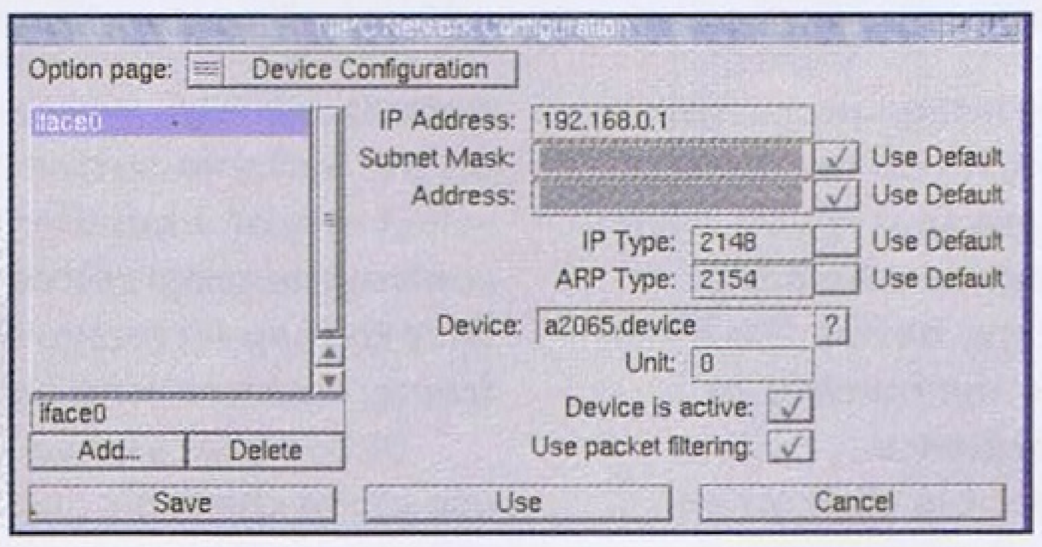
Pretty woman? Not any more she isn't.



An accelerator and a couple of keyboard interfaces, yesterday.



Mmm, XV. It's easy to use and lovely.



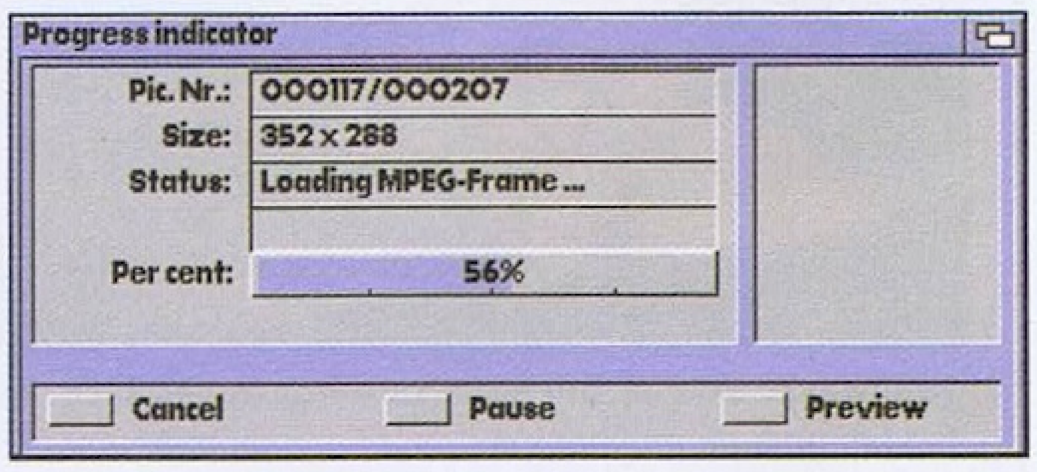
Mmm, Envoy. It's easy to use and lovely. No, really.



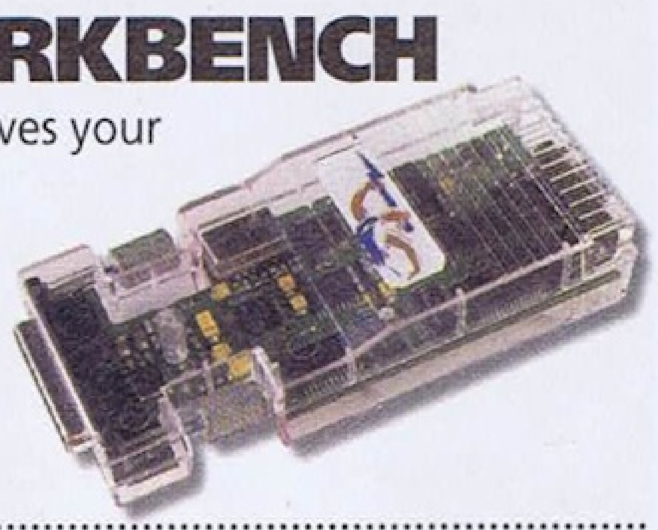
It looks big here but it's actually tiny.



***SuperView* is by Andreas Kleinert...**



...and *UltraCONV* isn't, but it does animations.



No, I don't know what it is – that's what we have John for.



Frames. Interesting HTML or Satan's tool?

Wildfire 7 PPC

Leapfrogging a troublesome 6.0 revision, **Wildfire** is now up to lucky 7. **Tony Horgan** wonders whether they've made it any easier to use.

We've all had fun with *ImageFX*. Load in a picture, throw a special effect at it, then save it out: bingo! But how many of us have actually got to grips with using it to process animations? Not many I'll bet. Why? Because it's just that bit too complicated or confusing for most of us to get our head around, and with the timescales involved in processing animations, the learning curve can be horribly steep.

That's where *Wildfire* comes in. This latest release has seen a total overhaul of the user interface so that we finally really do have a powerful and user-friendly animation processing system at our disposal.

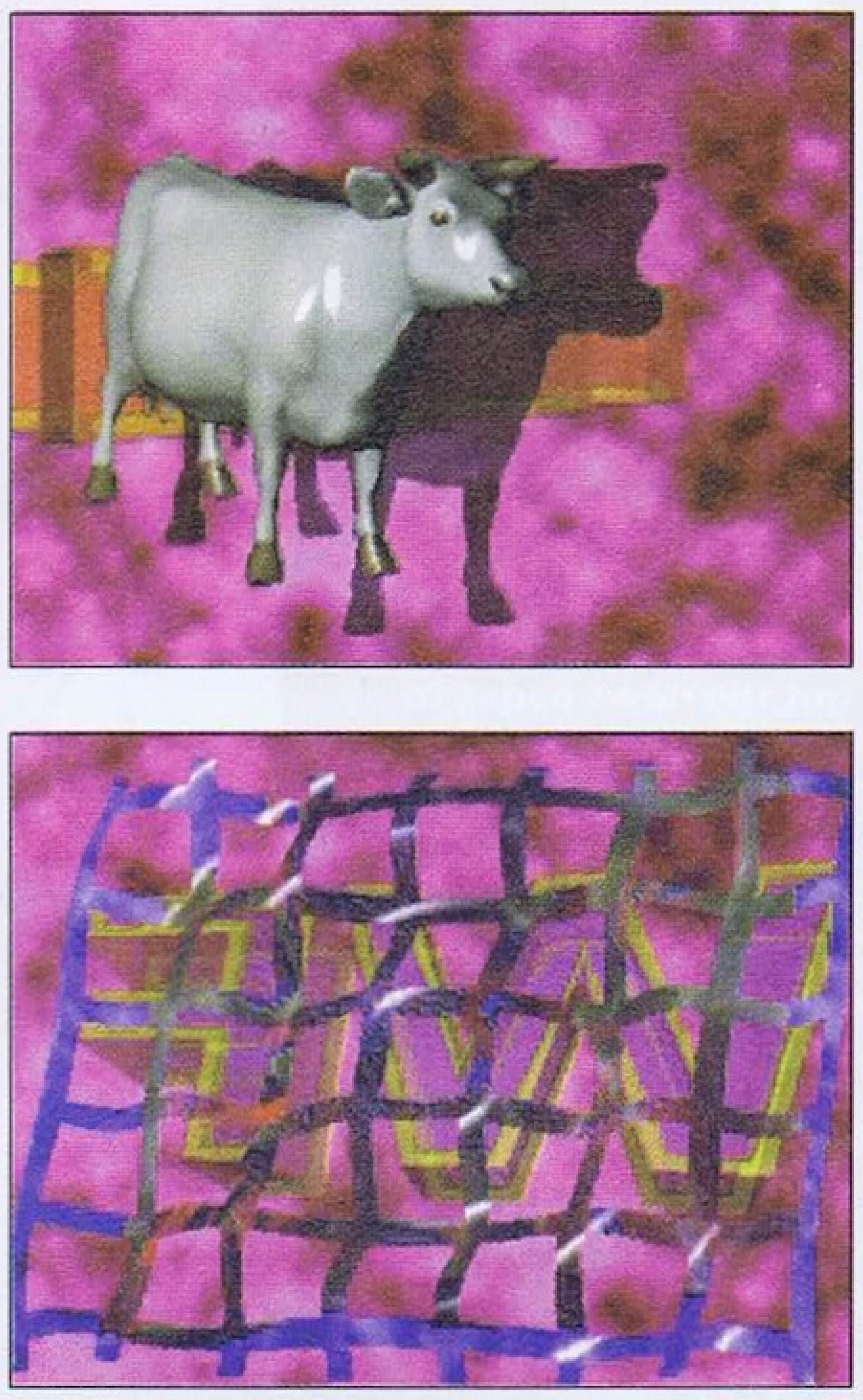


Wildfire fully supports PPC processors, which is just as well given the amount of processing some effects require.

You can use *Wildfire* on one of a number of levels: as a single image processor, an animation creator, a transition creator or an animation processor. As an image processor it's no competition for *ImageFX*, but it can still produce some interesting twirls, wraps and warps. In transition creator mode, it takes two single frames or animations and renders a sequence of new transitional frames.

> "You can use Wildfire on one of a number of levels: as a single image processor, an animation creator, a transition creator…"

The last time I took a good look at *Wildfire* was about a year ago. At the time I found it a bit of a dog to get to grips with. Fortunately, the revamped front end has had the desired effect, so now you can have your first warpy-twisty animation up and running within minutes. Now it works pretty much as you'd expect or hope it to: there's a section to specify the source frame, frame sequence or animation, another to deal with the effects processing, and another to specify the output file and



Wildfire has all the usual special effects, plus many more.

VARIABLE EFFECTS

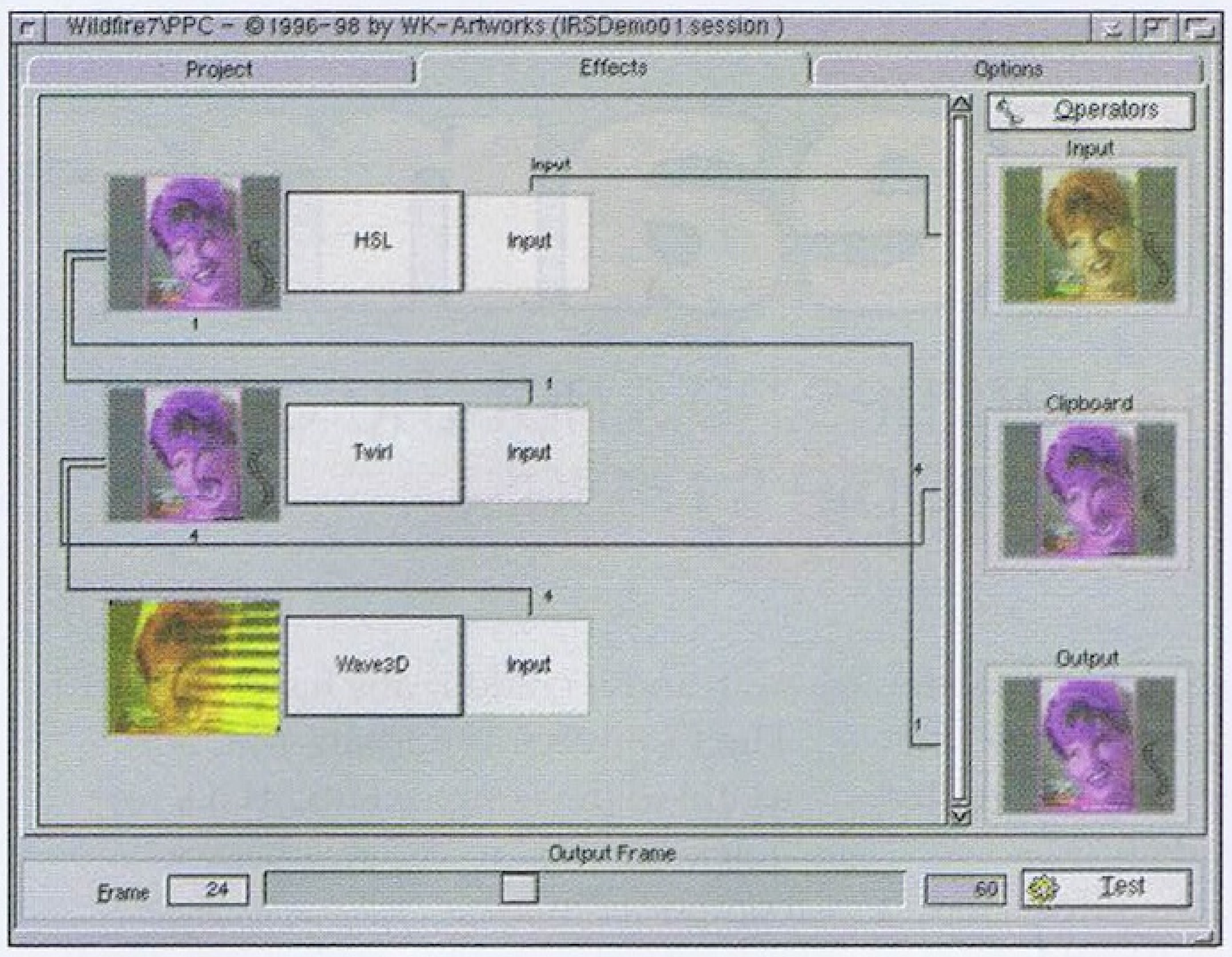
One of the key factors which sets *Wildfire* apart from image processors which happen to support animation is the way in which you can specify parameter changes to the effects over time. This means that if you want to take a picture and turn it into an animated sequence in which the picture appears to ripple, you can set the source picture, define the effect (ripple), set a ripple increment for each frame, define the number of frames and then tell it to go ahead and render the sequence.

Setting up these variables is simple. When you double click on an effect from the list you're presented with a window displaying the default settings. You can either change these to absolute values or click on the Variable button to call up a neat little graph. From here you can select one of a number of 'waves' (sine, cosine, etc) which you can use to control the progressive alteration of the effect parameters. This makes it easy to map an image onto a surface which gyrates a little more each frame, thus creating an animation.

Better still, you can stack multiple effects on top of each other and use alpha channels and image buffers so that one interacts with and affects another.



The real power of this software lies in the fact that it's easy to create progressive effects which work on a single image, animating the processes rather than processing an animation.



Thanks to a new-look interface, it's pretty easy to work out exactly what's going on.

type. *Magic User Interface* has been used, which makes for a familiar set of controls. *MUI* has its detractors and its disadvantages, but it does make the *Wildfire* system infinitely more manageable than before, and the value of the balloon help system shouldn't be underestimated.

THE NEED FOR SPEED

To use *Wildfire* to its maximum potential, you'll need a very fast Amiga and a graphics card. You can always render previews, work in low colour screenmodes and remove the colour icons from the buttons, but to get the best from it you'll want to be able to experiment freely, without just sticking to what you know for the sake of conserving time.

The minimum CPU requirement is an '030 FPU, with AGA the minimum display hardware. However, these really don't do it justice so I'd recommend a graphics card (to keep the sluggish *MUI* as responsive as possible) and a PPC accelerator. That way you'll be able to experiment far more freely, and that's inevitably going to show through in the quality of your results.

A graphics card is also virtually essential as it requires at least a 420-pixel-high screen, which otherwise means a slow or flickery AGA display. A further advantage of using a graphics card display is that you can run a 24-bit screen and actually save time because the resulting frames can be displayed instantly from the 24-bit buffers, without having to be rendered down to lower colour depths first.

Oh, then there's RAM too. These processes use a lot of it. 8Mb is the minimum but you'll soon run out if that's all you've got. 16Mb is more like it, but even then you'll probably only be comfortable if you add a further 16Mb.

In some ways it seems *Wildfire* has been born too early as it would be ideal for a real-time system. If you could do all this in real-time, it would be a kind of software VideoToaster, just the thing for the next generation Amiga.







Trippy effects are *Wildfire*'s speciality and there are over 300 predefined scripts for you to use.

I'm getting a bit ahead of things though. We don't have the CPU/DSP power for that yet, and I'm probably just getting impatient, so we'll have to make do with non-real-time rendering for now. Don't let me give you the idea that it's really slow, it's just that you have to pull a few tricks to keep it up to pace on a less well-endowed system.

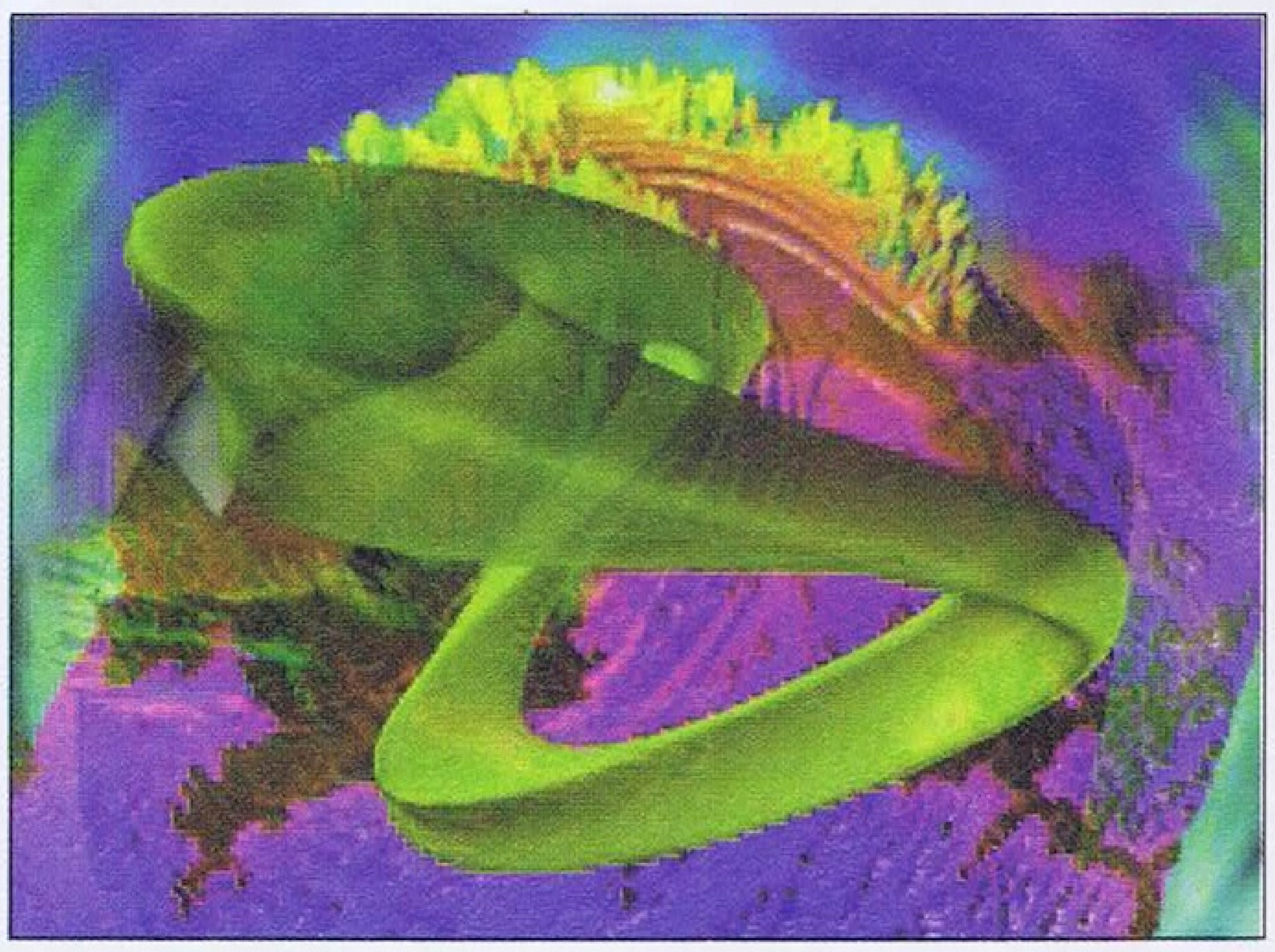
YAFA CAKES

Perhaps most important of all is the fact that *Wildfire* does things that you just can't do with other software. It generates its own custom animation format (YAFA), while still supporting all the standard anim and image types. It generates effects that you've probably only ever seen in demos and it strings animations together with style and ease.

All its internal processing is done in 24-bit too, which has the side effect of chomping up RAM and CPU time even if you're working with a two-colour source image or sequence, but it does ensure high quality results at the end.

There's ARexx support and no less than 300 effects scripts for you to use and modify. Stacking up and arranging effects is now very easy thanks to the drag and drop interface that works intuitively even though it's probably not like anything you've used before.

I think I feel an entry for the 1999 Turner Prize coming on...



To say that *Wildfire* could replace your current preferred image processor would be wrong as it doesn't go nearly as deep as *ImageFX* when dealing with single images. Rather, the single image processing aspects of the system are a bonus, and a significant one at that.

It's an animation (or animated) effects processor at heart, and so its power and features will only be fully exploited by those who need to generate or process animations. If that's you, it will certainly give you a goodie bag of unique tricks to use that non-*Wildfire* users just won't have access to. Whether it's generating intros or cut scenes for CD-ROM games, producing club visuals or trippy videos, editing and compiling previously rendered 3D sequences or just messing about making demos, *Wildfire* will do more than enough to earn its keep.

CONCLUSION

It's encouraging to see the continued development of software such as this, especially at this stage of the Amiga's evolution. If ever there was a prime candidate for conversion to the new Amiga then this is it. A real-time *Wildfire* running on the new system wouldn't be far off that killer app the platform will so desperately need, so why not get ahead of the crowd with version 7? AF



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Pros and Cons

- \+ Unique animation features.
- \+ Vastly improved interface.
- \+ Lots of fancy effects.
- \- Eats RAM and CPUs

OVERALL VERDICT:
A must for anyone who's into animation.

88%

Fantastic Dreams

You may say he's a dreamer, but **Nick Veitch** argues he's not the only one. Perhaps some day you'll join him in altering people's heads…

Well there's a thrill about, chill about, getting on a train every day and every night… oh sorry, that's *Fantastic Day*. *Fantastic Dreams* is the sequel to *Elastic Dreams*, the evil face-distorting image manipulation package we reviewed back in *AF114*. At the time we concluded it was a fun toy with some practical applications, so what's changed?

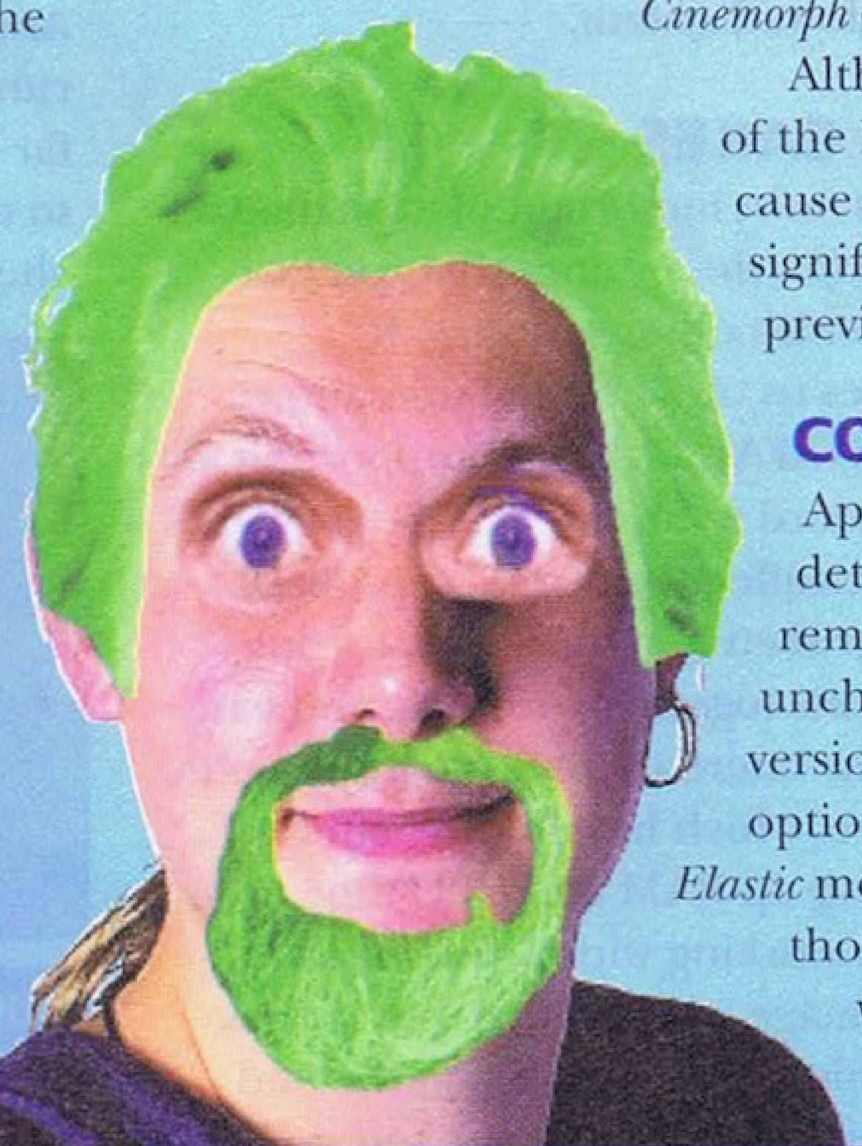
> **"The major useful addition to the standard "Elastic" module is that it now supports two files for morphing effects…"**

LAYOUT

Well, in terms of layout, virtually everything is different. Although all the gadgets and controls still look very much like *Power Goo*, the brightly coloured choice of background pictures has gone. Most of the controls have shifted about but retain the same functions, and a few more have been added.

The major useful addition to the standard "Elastic" module is that it now supports two files for morphing effects, but more of that in a minute.

Another handy addition is a magnification tool. Although the preview window itself is bigger for some operations, especially with large images, you may want a better view. Now you can zoom in and out, pan around the image and flip between a full view and a magnified view at the click of a gadget.



The problem with the effects hasn't been fixed in that it's impossible to reverse them (except using the Rest or Undo functions immediately after you've drawn them) and they're difficult to control and set to excessive limits. This makes it impossible, as far as I can see anyway, to make a warping sequence which animates the original, through a distortion effect, to the secondary image.

The "morphing" mode isn't really true morphing as the image just fades between the primary and secondary image. You can still use the move and smear tools to rearrange features, but if you want real morphing, stick to *Cinemorph* or *Morph Plus*.

Although there are some areas of the Elastic modules which still cause irritation, it is undoubtedly a significant improvement over the previous version.

COMPOSE YOURSELF

Apart from some cosmetic details, the Composer has remained more or less unchanged from previous versions. It's odd that the magnify option has been included in the *Elastic* module but not in this one though. I can't imaging there were any technical difficulties in implementing it here as well, and it could really have benefited. The Composer is perhaps the most useful of the components, as it's very quick and easy to visually make a composite image.

FUN ROOM

This is a completely new module and, as its name suggests, it's where you can have a lot of fun, particularly at other people's expense. Load a face into the main window and then construct your own *Crimewatch*-style mugshot by altering and adding the key features. The results can often be disturbingly realistic-looking, and almost always hilarious. This is especially true when you start off with a picture of Colin, I've found.

There are six different categories of things to add – facial hair, eyes, noses, mouths, ears and miscellaneous, which includes stuff like cocktail glasses, hats and earrings. There are quite a few of these items on the CD, with over 100 different mouths for a start, about 60 noses, but for some reason only 25 different ears.

These images are the only disappointment to this part of the program. They've all been cut out reasonably well, ready to stretch and shape onto your victim, but some of them are merely repeats of others but in a different colour, and many of them aren't quite straight and are thus rather difficult to make realistic. There could really have been a lot more of these images as the CD is only a third full. You can't add your own body-parts either, at

THE FANTASTIC DREAMS MAKEOVER...



The first thing to do is to get hold of a good image. Faces are best and there are plenty of examples on the CD, though some of them are of dubious origin and quality. This image is one from the CD, though.



As with *Elastic Dreams*, you can then manipulate the face using the various drawing tools, which will move, smear or wipe features all over the place. The altered images can be kept as part of an animation script.



A new feature in this version is the addition of a magnify mode. This is really useful as it's often difficult to accurately "adjust" people in the full screen mode. The brush sizes adapt to the new screen.

"They're messing with my head!"

Click on the blue bar (not the little picture, for some reason) to select the range of facial parts you want to use – hair, eyes, noses, mouths, ears or accessories.

It wouldn't be much use if you couldn't load and save images, would it?

The zoom button allows you to resize the object currently being used.

You can move the current object around the image at any time.

Thumbnails of the parts appear here. Just click on one to use it. The images are all cutouts so you just get, in this case, the beard, not the rest of the chin as shown.



Use this to shade or "feather-in" the body parts which you've just added.

These buttons change the brush size, used for feathering-in the image.

Many of the sample categories have sixty or more images in them. These arrows allow you to scroll up and down the pages of thumbnails.

This button will "fix" the current image in place – you won't be able to move or alter your addition any more and you'll need to fix any changes before you add another body part.

As with all the other pages, you can swap between all the other modules using these navigation options. Your work here won't be lost either, so you can return to it later.

These sliders allow you to adjust the HSV values of the cutout part, very handy for colour-matching the skin tones or for getting moustaches in exactly the right shade.

If you screw up the colours of the cutout too much, clicking here will reset to the default values.

RGB sliders are also provided for adjusting the colour of the cutouts. You can use these, the HSV ones or both if you like.

The Manager button swaps to the main options/preferences screen. Help will call up some AmigaGuide documentation, but you won't find it very helpful I'm afraid.

Continued overleaf ➡



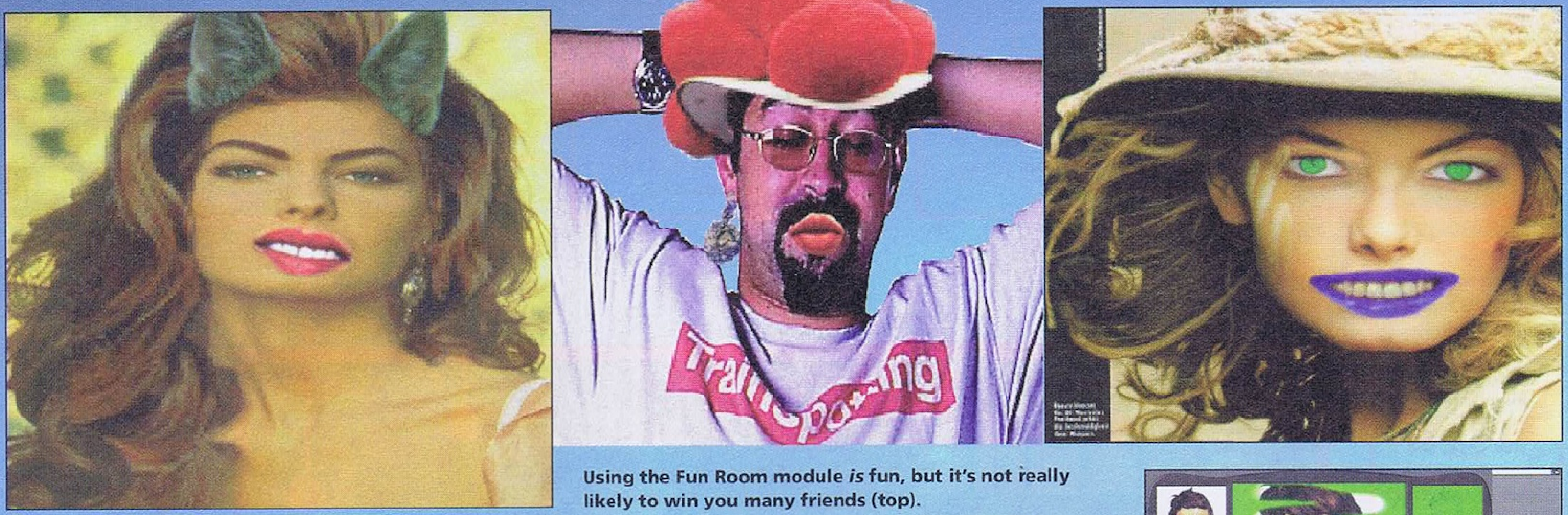
You can load in a new image, even in the middle of setting up an animation, which will then be subject to all the manipulations you've already defined. You'll be pleased to note that you get a standard requestor.



It's still pretty easy to add some weird effects (this one is "Sculpture"), but sadly they're still just as impossible to control. The strength bar is additive so there's no easy way of reversing an effect.



Another new addition is the ability to "morph" between two different images. In practice, this just means fading between the two chosen images, but it can still be impressive if used carefully.



Using the Fun Room module *is* fun, but it's not really likely to win you many friends (top).



The Compose module (above) hasn't changed much, but it's still quick and easy.

least not easily, which really is a bit of a shame.

Once you've slapped a huge nose or whatever onto your chosen face, you can then move and size it to your desired specifications and feather it in with the draw tool. Unfortunately, there's no option to rotate the object, which could come in very handy for small adjustments.

FORMATS

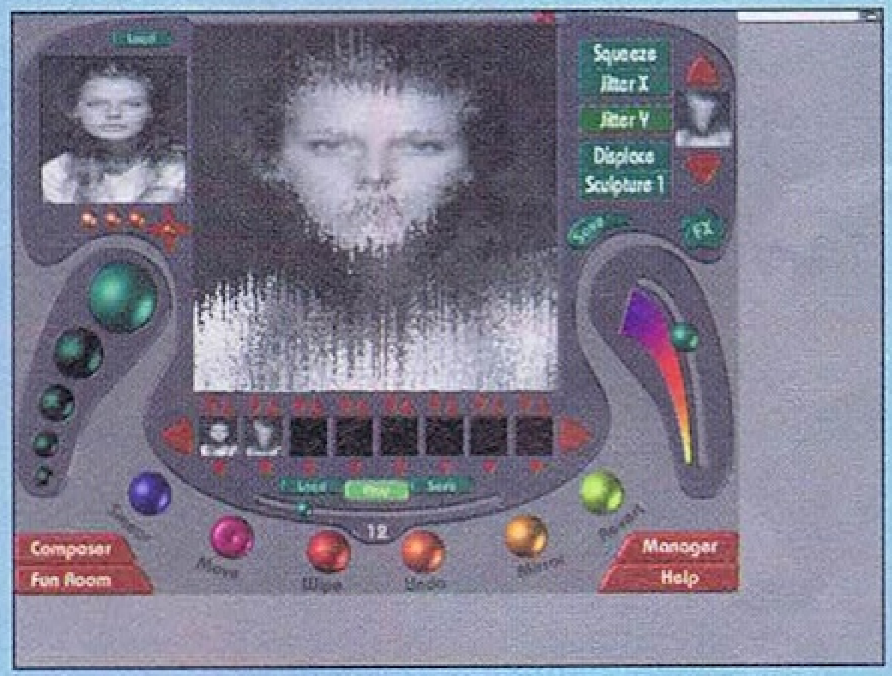
Fantastic Dreams uses its own loaders, in 68K and PPC versions, for all the FileTypes it supports. The list includes the obvious JPeg, IFF and IFF-DEEP, as well as some more unusual items like an IMPULSE loader and support for YUVN and Rendition formats.

The output is more interesting. Like *Elastic Dreams*, you can still output your sequences as single frames, a standard Anim file or as a proprietary ED-Anim. Now you can also export a *QuickTime* animation.



The options screen has been expanded to cope with the new features.

QuickTime isn't a format which enjoys a lot of support on the Amiga, but along with the *AVI* format, it's become quite popular as a format on the Internet. Amiga players do exist (Aminet gfx/show/qt14.lha) but it's hardly a global format on this platform.



The special effects are pretty much the same, and sadly, they're still impossible to control.

It does work much better now, it seems to be faster and the fun is doubled by the, er, Fun Room. Well worth a look if you have the specifications to play with it.



The supply of monkeys' faces on the CD comes in very handy.

OVERALL

As with *Elastic Dreams*, this package is never going to replace "proper" morphing tools like *Cinemorph*, or other graphics packages as a whole. This version does have some significant improvements, but again, the problem with the effects filters is a lack of real control. Even in a "fun" package, this can be a little frustrating.

DISTRIBUTORS: Epic Marketing
PRICE: £59.99
REQUIREMENTS: '030 FPU, 20Mb hard disk space, CD-ROM drive, 16Mb free fast RAM, WB3.0.
TESTED ON: A4000/PPC, 74Mb RAM, CV64/3D.

Pros and Cons

+ Improved over previous version.
+ Quite fast.
+ Includes more sample images.
- Documentation still poor.

OVERALL VERDICT:
There's no doubt it's getting better, and it's great fun to play with.

89%

HARDWARE SUPPORT

Elastic Dreams had some funny requirements, mainly because of the design of its interface. It demanded an unusual screen resolution and refused to work if it didn't have it.

These problems are no longer quite so severe as *Fantastic Dreams* will happily run on any screen larger than the one it requires, so although you're going to have to put up with some odd-looking grey borders, at least the software will actually run now.

As for processors, the whole package seems much faster now, even without the PPC mode enabled. Some instability did creep in when using the direct graphics and PPC modes from the options, but nothing too problematic.

The thing which cannot be stressed enough is that *Fantastic Dreams*, and indeed all other software of this type, eats memory. The 16Mb requirement is the minimum of free memory you can get away with, and even so you aren't going to be playing around with anything large, image wise. Really, about 30-45Mb of RAM is what you're going to need to get the best out of the system, and if you want to retain your sanity, a graphics card is de rigueur.

WIN!

They're small, fast and Gold rated... and they could be yours!



The Power Flyer Junior is the new hard disk speed-up solution from Power Computing. At a competitive price, it offers all the benefits of a fast, double interface IDE system.

Even if your Amiga is only equipped with a measly '030 accelerator, you can still expect to get more than double the speed out of Fast ATA and Fast ATA 2 drives, drives which you probably own already. Although the Flyer Junior is already a bargain at £59.95, you could get an even better deal – simply answer the question below and you could win one of five Power Flyer Juniors in this outstanding competition! Put your answer on a postcard with your name and address and send it to: Power Flyer Junior Compo • 29 Monmouth Street • Bath • BA1 2BW. Good Luck!

What score did we give the Power Flyer Junior in last month's issue?

a. 90%
b. 99%
c. 94%

Competition! RULES

1. Employees of Future Publishing and Power Computing are ineligible for entry to this competition.
2. No correspondence will be entered into.
3. Winners will be selected at random from all correct entries received by the closing date.
4. No cash alternatives will be offered.
5. The closing date for this competition is Friday April 9th, 1999.

Internal Scandoubler & Flicker Fixer

Reader Reviews

Julian Sadotti finds his flickers aren't quite fixed…

Previous versions of Power Computing's internal scandoublers consisted of a main circuit board with an empty chip socket on the underside which clipped over the Amiga's LISA chip. A ribbon cable then connected this main board to a video connector board, which in turn connected externally onto the Amiga's native video port on one side, and to your monitor on the other.

The new versions operate in the same type of way but now consist of two chip socket boards, one to clip on top of the LISA chip as before and the other to clip over the ALICE chip. Once again a ribbon cable is attached to the main LISA board, but this time it terminates in a free-standing SVGA monitor socket; the native Amiga video port isn't used at all.

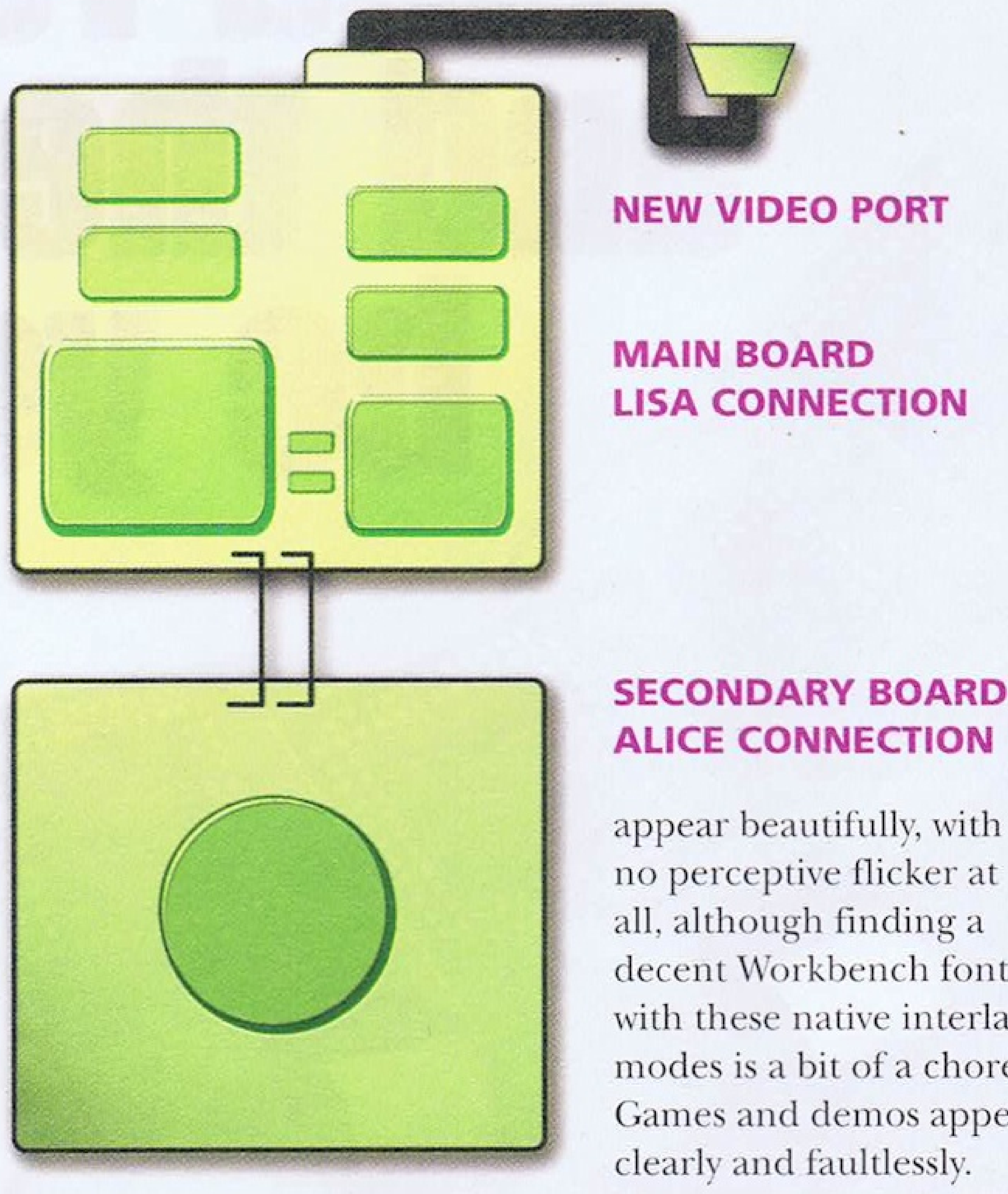
The fitting guide that comes with the board is small but comprehensive and fitting the device couldn't be easier, although you'll need to take the appropriate anti-static precautions.

The hardest part will only be experienced by the non-towered A1200 veterans who will have to lose their metal shield if they want to get this board into their machines.

> *…you'll be very disappointed to hear that the apparent flicker is made much worse under passthrough…*

I was concerned that the ribbon cable terminating in the monitor connector was left dangling and would be easy to break, but you can make your own mounting plate, connecting the monitor to the video port.

Now onto the testing. With a bit of overscan tweaking, PAL, NTSC and EURO36 screens all appear rock steady on the monitor. Interlaced modes appear beautifully, with no perceptive flicker at all, although finding a decent Workbench font with these native interlace modes is a bit of a chore. Games and demos appear clearly and faultlessly.



A schematic of what the flicker fixer looks like, and where it plugs in.

There are drawbacks, though. Non-15KHz screens, such as the Super 72 range, are supposed to be passed through as normal, but there problems. If you normally use an interlaced mode in one of these higher frequency modes, you'll be very disappointed to hear that the apparent flicker is made much worse under passthrough to the new video port. The only thing I can say here is that if you really like these modes, you can still quickly swap over your monitor lead to the standard Amiga video port for WB situations and then swap back for games and the like.

The second problem is far more serious and has brought doubts into my mind as to the usefulness of the board. After approximately 10 minutes of running this board in an enclosed desktop A1200, it becomes completely unable to pass through higher scan rate screen modes. The screen starts to corrupt and flicker, then it cuts out and back in intermittently until the point at which it goes off permanently and my monitor kicks up a little sign saying "No Signal". This behaviour has even crashed my machine completely on at least four occasions now.

Interestingly enough, this only occurs with the passthrough modes of the new Scanmagic video port, and reverting back to the standard Amiga video port shows that these higher scan rate screens are still working absolutely fine, indicating that the fault lies with the new Scanmagic. On further investigation, I found that this is attributed to the ALICE chip getting more than a little warm under the collar and that the problem goes away if you gently blow on the chip.

A further concern is that this problem may become apparent with towered machines as well. I tried removing the case, keyboard, hard drive and Power Flyer from my desktop A1200 to minimise heat build up and this scandoubler still failed on passthrough, although it did take longer to happen.

I suspect that this problem is one that the designers are aware of as the top of the connector to the chip has been drilled out to increase air contact. Unfortunately, this just isn't enough. The only cure I've found that works is to stick a fan directly on top of ALICE to keep her cool.

In summary, if you only ever use 15KHz screens (PAL, NTSC, EURO36) or if you have a tower, this board is excellent. However, if you have a desktop machine and normally use a higher scan rate screen mode but want games and demo compatibility with your SVGA monitor, think twice before going down this route.

BEN'S VERDICT

Although the A1200 is more expandable than anyone previously thought, if you have a Zorro board in your machine then you're probably much better off getting a PicassoIV card that has a built-in flicker fixer as part of the deal. Although it can only deal with the normal PAL and NTSC interlace modes and not Super72, there's no real reason for you to use a slow and chip RAM-hogging screen mode when you could easily use the Picasso's 800x600 mode.

YOUR REVIEWS

Have you got any software or hardware you couldn't live without? Got any that you'd happily chuck in the bin? Write a fair and accurate review of about 750 words and you could see your work appear in *AF*!

We will also need some good photographs of any hardware you review and a passport photo of you. Send your reviews to:

***Amiga Format* • Reader Reviews • 30 Monmouth Street • Bath • Somerset • BA1 2BW.**

DISTRIBUTORS: Power Computing
PRICE: £79.95

OVERALL VERDICT:
It's usefulness is limited.

65%

Keyboard Adaptors

AMIGA GOLD FORMAT

Nick Veitch presses his keys simultaneously.

One of the troubles with relocating your A1200 into a tower system is that you'll have to get a new keyboard.

It's more hassle than it's worth to try to adapt the standard A1200 keyboard into an external unit (you'd need a case for a start, and the A1200 keyboard isn't a standard shape to get a shell for), so you're really looking at buying a new external keyboard.

Amiga keyboards are actually very nice, especially the A4000 one. Unfortunately, they're more costly than their PC counterparts. A PC Windows-style keyboard can be bought for under £20, and they're considerably cheaper if you go for non-Microsoft approved units.

Whichever one you want to go for, you'll need some sort of adaptor which plugs into the A1200. Such devices have been around for some time but are plagued by the problem of not recognising certain multiple key-presses, which can make it difficult to play certain games which require them.

Power have come up with two solutions, one for attaching PC keyboards and one for attaching Amiga keyboards. Both work by attaching directly to the chip on the motherboard which handles the keyboard device, using the age-old inverted PLCC socket trick. Although less elegant than devices which plug into the ribbon cable port, they work without a hitch.

Power Computing can also sell you a keyboard to go with it. It's a shame that, unlike the previously mentioned devices, they can't work for both Amiga and PC keyboards, but then you're only going to have one keyboard, aren't you?



Simply clip the desired cable onto the motherboard and away you go.

DISTRIBUTOR: Power Computing
PRICE: £19.95
REQUIREMENTS: PC/Amiga keyboard

OVERALL VERDICT:
The adaptor is neat, simple and it works well.

90%

Typhoon

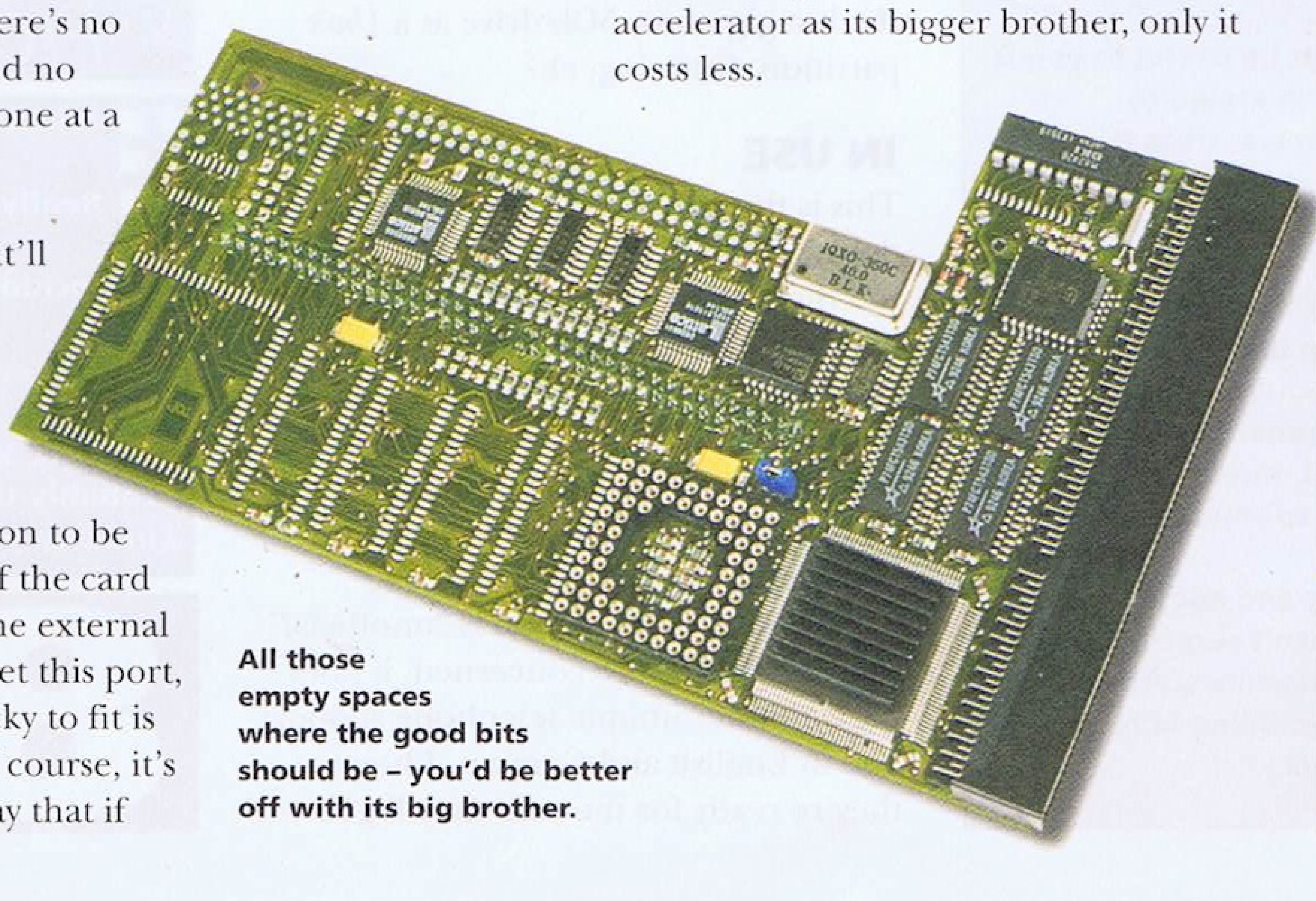
A back-to-basics '030 accelerator that Maggie'd be proud of. **Ben Vost** gives you the gen.

Or maybe just "Typh" since this is a cut-down version of the award-winning '030 accelerator, lacking all the best bits of Power's '030 add-on (we reviewed the full version back in issue 117, December 1998, where it got 90%). There's no SCSI, no built-in memory and no FPU, although you can add one at a later date if you so desire. However, the '030 is still a 40MHz overclocked unit so it'll be just as nippy as the full-blown Typhoon, provided you get some RAM for it.

The real bummer is the fact that at least the original Typhoon had a reason to be awkward to fit. The length of the card was down to the fitting for the external SCSI port. Since you don't get this port, the fact that the board is tricky to fit is somewhat less excusable. Of course, it's also cheaper, but I have to say that if you're at all serious about your Amiga, you'd be better off buying the full version, especially with the price of SIMMs continually rising now.

Other than that, the cut-down Typhoon is just as accomplished an '030 accelerator as its bigger brother, only it costs less.

Whether this means a saving in the long run is debatable and best left up to your wallet, but an initial saving of £40 could prove to be a false economy two months down the line. It may be the cheapest 68030 accelerator we've ever seen at *AF*, but that doesn't necessarily mean it's the best. You'll need to think long and hard before you part with the readies for this one.



All those empty spaces where the good bits should be – you'd be better off with its big brother.

SUPPLIED BY: Power Computing
01234 851500
PRICE: £59.95

OVERALL VERDICT:
The bigger brother's a better bet in the long term.

75%

RedHat Unofficial Linux 5.1

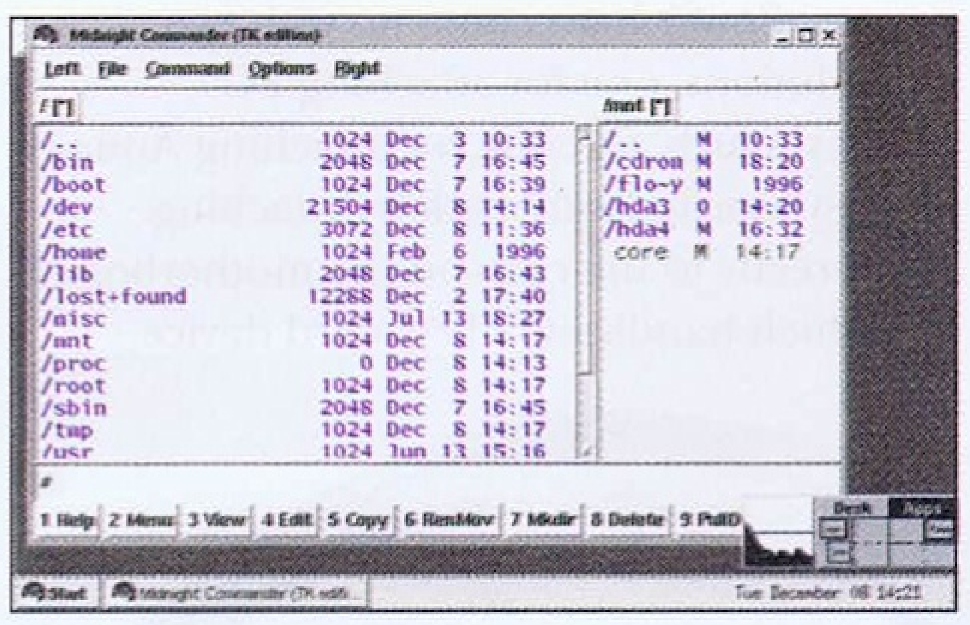
Nick Veitch recompiles his kernels.



There has always been quite an interest in *Unix* operating systems among the Amiga community, much more so than in the Mac community, as demonstrated by the wealth of support for various bits of Amiga specific hardware running under *Linux* or *NetBSD*.

Most people who already have a *Unix* setup on their Amiga are probably using *NetBSD*. We even ran a tutorial on how to set it up on your Amiga, and the Gateway CD-ROMs from Schatztruhe have proved quite popular.

Linux, and in particular *RedHat Linux*, is slightly different to *NetBSD*, though perhaps not significantly enough to make people who already have *NetBSD* installed want to go through the whole shenanigans of setting it up again.

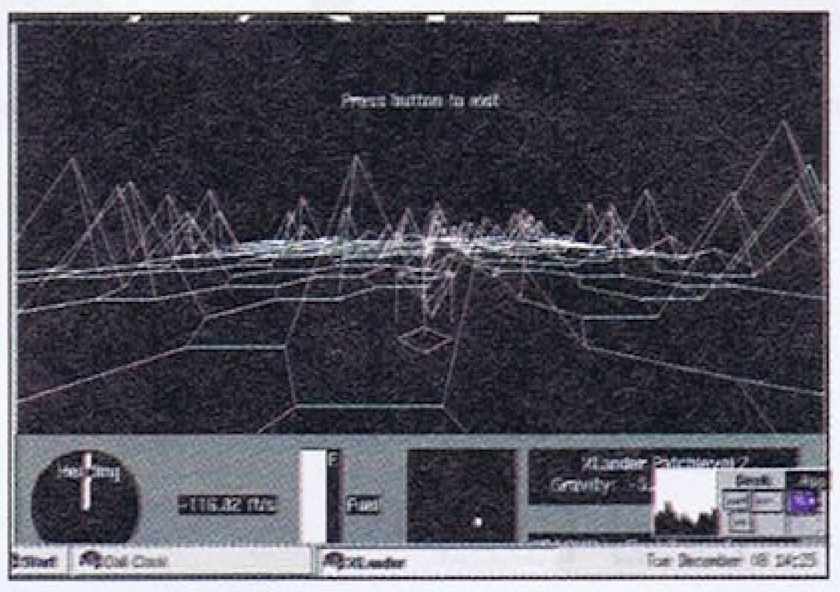


Midnight Commander is a kind of poor relation to *DOpus*.

> **"The gratifying thing is that the Linux boot kernel will install all of the rest of Linux for you and even set it up..."**

INSTALLATION

While the documentation supplied on this CD is nowhere near as complete or even as useful as that which appeared on the Gateway CD, it isn't difficult to get it up and running. A couple of problems are that *Linux* won't recognise directory cached partitions, so if any partition on your drive uses this option, it just won't install. Secondly, IDE CD-ROM support doesn't always work and some SCSI adaptors (like the PPC ones, for instance) aren't yet supported, so installing directly from the CD might be a problem.



Yes, you can play games on *Linux*.

In fact, with my setup I had all of these problems but I still managed to get it installed fairly easily.

The gratifying thing is that the *Linux* boot kernel will install all of the rest of *Linux* for you and even set it up by detecting your hardware. With *NetBSD*, I spent about a week sorting out the networking stuff and *X-Windows*, partly because I had to do it all by hand and partly because I just didn't know where to start.

Just as a side point, *Unix* does support hard drives bigger than 4Gb so I neatly sidestepped the limit by using the last gig of my 5Gb drive as a *Unix* partition. Cunning, eh?

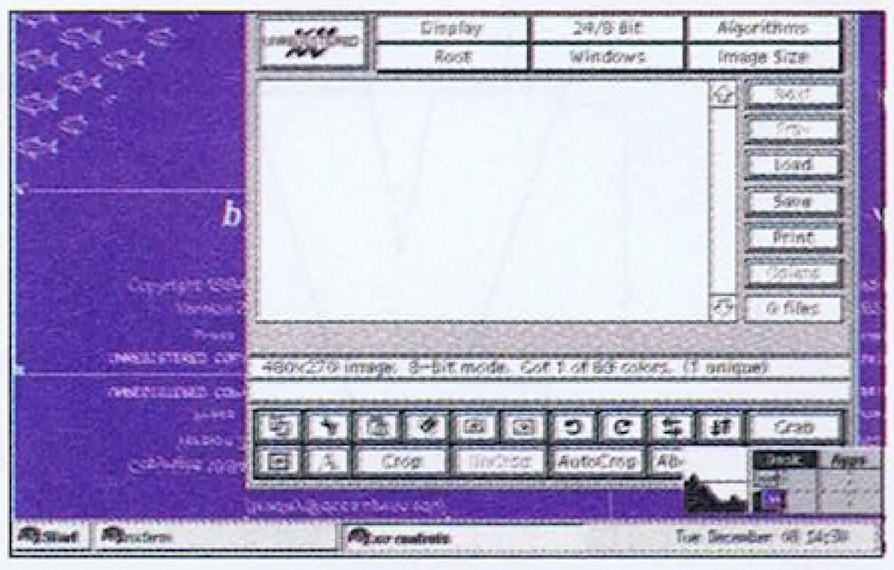
IN USE

This is the part where this CD really falls down. There's no real help with how to use the *Linux* system at all. As far as the documentation is concerned, once it's running everything is up to you. It might have been nice to include a brief FAQ about *Linux* commands maybe, or an explanation of some of the tools installed for you.

Although this version is "unofficial" as far as *RedHat* are concerned, it does have a rather unique telephone support line in English and German. I hope they're ready for the calls they'll get...

There are a few differences between *RedHat* and other versions of *Linux*, and indeed between *Linux* and other *Unix* operating systems. *Linux* is quite popular among developers of net tools and there's even a version of *Netscape* developed for *Linux*.

If you haven't experimented with *Unix* yet, this is probably the easiest way to get started, but you'll still have to get your hands dirty.



There are plenty of graphics tools for *X-Windows*.

WHY BOTHER WITH UNIX?

You might wonder what the point is. Why bother going through all the trouble of setting up new hard disk partitions, bolting from this and that, answering millions of installation questions and so on, only to have the privilege of having to learn several dozen arcane magic phrases to be able to do anything?

Well, the first reason that *Linux* might be useful to you is that varieties of the *Unix* operating system are quite widespread on large mainframe computers, such as those used at universities, some large libraries, government offices and so on. This means that there's a wealth of software already available for the platform.

The second reason is that, because of the nature of the operating system, most software running under *Unix* has to be compiled for the particular platform you're using it on. This means that there are a lot of development tools available, and a lot of source code. In fact, most packages are distributed freely as source code for you to compile on your own system.

Perhaps more importantly in this day and age, *Unix* systems are inherently net capable. This isn't surprising, seeing as the net was invented on *Unix* machines. All the networking tools you could ever want, including Java, etc, can be run on your Amiga courtesy of *Unix*.

DISTRIBUTORS: Schatztruhe
PRICE: £TBA
REQUIREMENTS: CD drive, about 250Mb hard disk space, patience.
TESTED ON: A4000/'060, CV64/3D.

Pros and Cons

- \+ Telephone helpline.
- \+ Really easy to install.
- \+ Includes Freeware packages.
- − Not enough docs on the CD.

OVERALL VERDICT:
Probably the easiest way to run *Linux* on your Amiga.

82%

Envoy 3

Neil Bothwick looks at an Amiga network package that does exactly what it says on the tin.

Some software is so good it grabs you every time you use it, making you think "I'm so glad I bought this". Then there's the programs that are so good you forget about them as soon as you've installed them. They just get on with their job in the background, letting you get on with whatever you want to do. *Envoy* definitely fits into the latter category.

Envoy is an Amiga-to-Amiga networking package, allowing linked Amigas to share their hard disks and printers. I've been using it for some time, but with the release of a new version it's time to see what's changed.

INSTALLATION AND SETUP

As with all networking software, there's a bit of work to do before you can start using it. The documentation for this version has been greatly improved, with step-by-step instructions and tutorials for setting up a network. Installation of the software is just a matter of running the installer script on each machine on the network, but see the boxout below for a potential problem with distribution of the CD.

Once the software is installed you need to go through a number of setup steps on each machine. First you define the drives you wish to export from each Amiga – these are the drives or directories that will be available to every Amiga on the network. This is a straightforward process requiring only a few mouse clicks, and it's well covered in the documentation and tutorials.

Once you've exported drives you may import them from any other Amiga on the network. You're given the choice of making this import temporary or permanent. If you choose to make it permanent, a file is written to DEVS:DOSDrivers and the remote drive is mounted each time you boot up.

CD DISTRIBUTION

Envoy 3 is distributed on CD, but no real advantage was taken of this, with only 1.2Mb used. There are many useful *Envoy* utilities on Aminet and it would have been good to see some or all of these included. One of my favourites is *Ventriloquist*, which redirects mouse and keyboard input to a different machine.

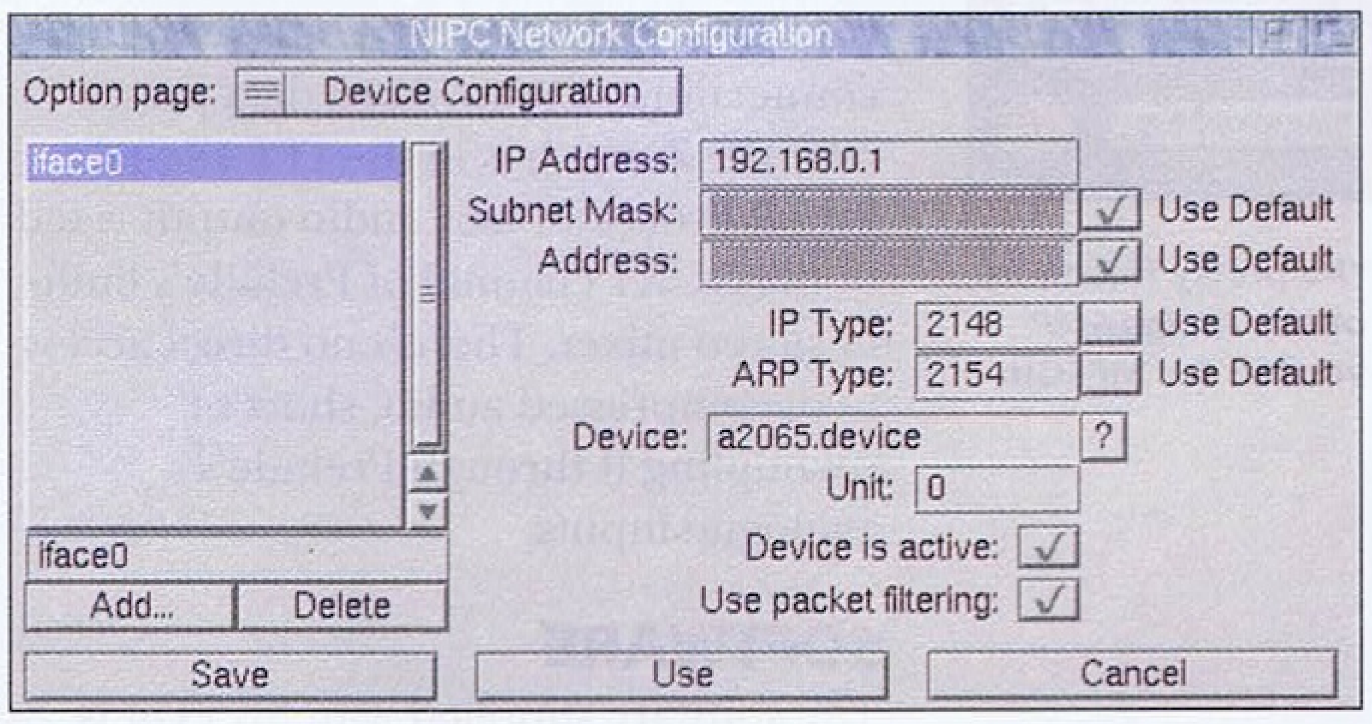
One potential problem of CD distribution is that not all the machines you intend to network may have a CD drive.

PERFORMANCE

The remote drives work in virtually the same way as a local drive – you can forget *Envoy* is even there and get on with using all the drives on the network. The obvious question has to be "How fast is it?" and the answer is the none too helpful, "As fast as your hardware." It was faster than TCP/IP transfers using A2065 Ethernet cards. Exporting and then importing a drive on the same machine gave an average speed of 5.3Mb/s when transferring a 12Mb test file to RAM: so it can clearly outperform any existing network hardware.

> "The remote drives work in virtually the same way as a local drive – you can forget Envoy is even there…"

This window configures the network, although there was no need to change any of the defaults.



Printers are exported and imported in much the same way as disk drives. An imported printer can be set as the default printer, or you can turn it on and off as needed. You could, for example, have a laser printer connected to one Amiga for fast, sharp black and white output, and an inkjet attached to another for colour printing.

SECURITY

Envoy 3 has comprehensive security facilities. When you export a drive you choose whether to make it available to everyone or restrict access to specified users. This can be done in two ways, by listing the users allowed access to each exported drive, or by using MultiUserFilesystem to give read/write permission to individual files.

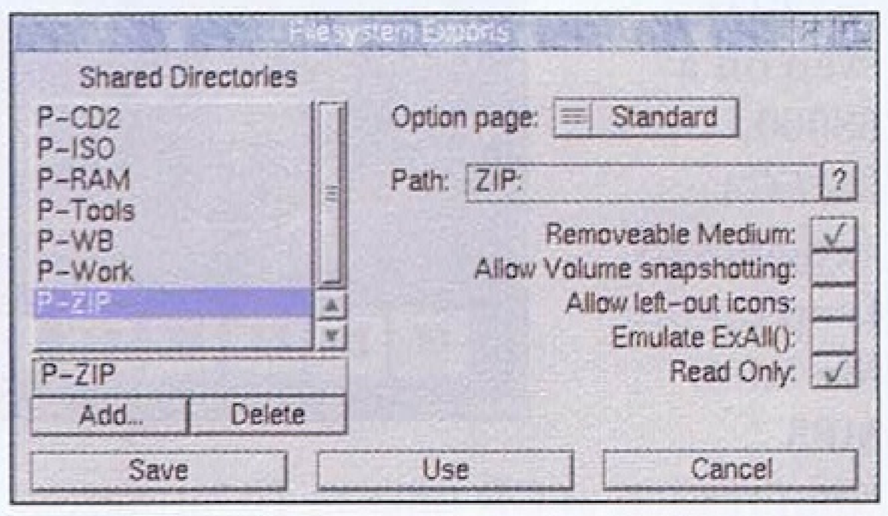
CHANGES FROM ENVOY 2

- **The first improvement you'll see is that you no longer need to reboot to make exported drives available to the network. This alone can save a lot of time.**
- **Responsiveness is greatly improved since *Envoy 2*, which would sometimes hang for a couple of seconds when scanning the device list. With *Envoy 3*, clicking the Volumes button in a file requestor produces an almost instant response and the network lag from the old *Envoy* seems to have been eliminated altogether.**
- **Sharing printers always crashed *Envoy 2* on my 2000/'040, but now it is totally reliable and transparent.**
- ***Envoy 3* works alongside a TCP/IP network "out of the box" whereas previous versions needed a bit of fiddling to get working.**
- **The documentation has been greatly improved and tutorials have been added.**

Directories can be exported as read-only and you can export the same directory twice, under different names, allowing read-only access for everyone and full access to authorised users.

CONCLUSION

Envoy 3 is a great improvement over previous releases, being faster and more flexible. Setting up with Ethernet is very straightforward, although you can use it with any Sana-II device, such as *MagPLIP*, via the parallel port. If you have a network that contains more than one Amiga, or you're considering setting up a network for more that the occasional file transfer, *Envoy 3* is definitely worth looking at.



Exporting a drive to make it available to the rest of the network.

SUPPLIER: Weird Science (01162) 463800
http://www.schatztruhe.de
PRICE: £39.99
REQUIREMENTS: OS2.04+

Pros and Cons

- \+ It's very fast and transparent in use.
- \+ Easy to set up and has good documentation.
- \+ Works alongside TCP on mixed Amiga/PC networks.
- \- Only shares files/printers between Amigas.

OVERALL VERDICT:
Install it and forget about it – it does exactly what it's supposed to.

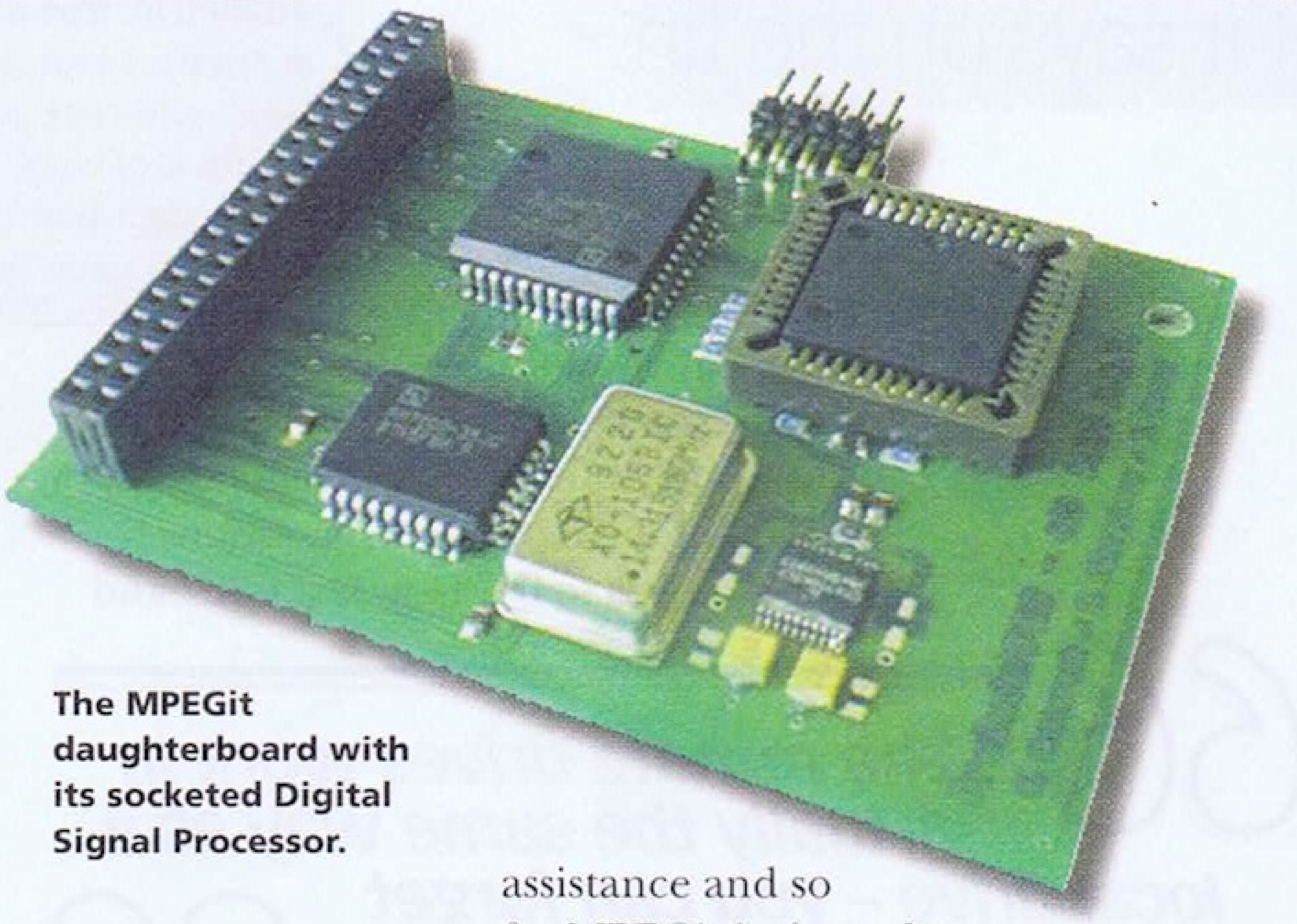
92%

MPEGit

Simon Goodwin lends an ear to MPEGit, the ***Prelude*** sound card add-on.

MPEGit is an add-on board for the Prelude sound card from Albrecht Computer Technik. It's a complete computer, with processor, ROM software and RAM, and it has been designed for just one purpose – to decode and replay .mpg compressed audio.

You might think that this is redundant. We've already got *mpeg.library*, *MPEGA* and a host of programs on Aminet dedicated to decoding and replaying compressed sound files. Then there's Atlantis, the add-on DSP box for all Amigas...



The MPEGit daughterboard with its socketed Digital Signal Processor.

> *MPEGit turns a CPU-hogging party trick for fast systems into a realistic background task for any Zorro Amiga.*

Alas, even on a 68060, *MPEGA* struggles to keep up with the latest MP3 compression at CD rates in 16-bit stereo. Playing through *AHI*, the CPU-hungry retargetable sound system, you must tweak parameters to skip samples, or reduce quality to play MP3 at all on anything less than a 68060, and accept a dog-slow Amiga while it's working.



The pretty front end of the *AmigaAMP* version for MPEGit.

The obvious answer is hardware assistance and so far MPEGit is the only option. Atlantis was demonstrated at the WOA show last year and shown again in Cologne, but the product still isn't finished. When it arrives it's likely to cost more than MPEGit and will need a separate mixer to combine .mpg and standard Amiga sound.

HARDWARE

MPEGit measures roughly two inches by three, plugs face-down into the feature connector on the end of the Zorro version of Prelude and needs no other connections. Compressed data passes over the Zorro bus to the ITT Digital Signal Processor and audio output is fed to the AUX1 channel of Prelude's built-in stereo mixer. There's no direct access to decompressed audio, short of resampling it through Prelude's analogue inputs.

SOFTWARE

The software supplied with MPEGit is simple but effective. *PRLPLAY* is a Shell command; a Workbench interface is promised but it wasn't available in time for the review. I cobbled one together with *ICONX*, listed in the panel, and had no trouble playing MP3 files from the net, and my own recordings, encoded into layer 2 with *Samplitude Opus*.

You also get a remix of the *AmigaAMP* .mpg player, which has been customised for MPEGit. Thomas Wenzel's *AmigaAMP* is usually a ferocious CPU gobbler, consuming so much 68060 time that the mere act of opening a drawer brings full-quality MP3 replay to a halt, but the hardware assisted MPEGit version is imperceptible by comparison.

MPEGit's overhead was too small to measure with *TopCPU*; even polled IDE transfers for a relatively verbose MP2 file, recorded at 384Kbps, left 98% of my 68060 processing time free.

AmigaAMP supports a playlist of tracks which you can shuffle. It has two user interfaces – a simple *GadTools* version for all Amigas, and colourful front panels or 'skins' from the PC version. The default skin looks good on a 256-colour AGA Workbench, but 24-bit graphics cards are recommended for the esoteric ones.

CODA

MPEGit turns a CPU-hogging party trick for fast systems into a realistic background task for any Zorro Amiga. It's a shame it requires the Zorro 2 version of Prelude, but it's hard to imagine squeezing it, or even the expansion connector, onto the A1200 version. Integration with Prelude's mixer is a neat touch, in every sense.

If you're serious about Amiga sound, MPEGit makes Prelude more attractive. If you already own Prelude, the only thing besides the price that might put you off is the ROMbler MIDI+Synth option, which competes for the same feature connector and which we'll be reviewing in a future issue of *Amiga Format*.

MPEG LAYERS

.mpg audio compression is derived from work by the Motion Pictures Expert Group (MPEG), to squeeze movies onto CD media. Video takes the lion's share, so .mpg uses 'psychoacoustic masking', removing details from the sound like Mini Discs and DCC do, hoping that the loss will be masked by louder components.

.mpg layer 1 was soon supplanted by layer 2, which sounds progressively thinner at data rates below 192,000 bits per second. .mpg audio is a distribution format, unsuitable for mixing or editing. Layer 3 is the most technically demanding but it yields superficially good results at just 112Kbps, an eighth of the data rate of uncompressed CD stereo.

.mpg audio layer 1 and 2 are public standards, but the layer 3 compression endemic on the net is proprietary to German DSP specialists Fraunhofer. PD layer 3 encoders and decoders from old ISO sources exist but they sound inferior to Fraunhofer's.

ICONX SCRIPT

TO REPLAY MPEG AUDIO FILES

```
; MPEG replay script by SNG,
November 1998

echo "prlplay MPEG "
>t:MPEG.cmd NOLINE

requestfile DRAWER=Test:
NOICONS >>t:MPEG.cmd

execute t:MPEG.cmd

endcli
```

SUPPLIER: Albrecht Computer Technik, Germany, +49 4773 891 073. Also available from Eyetech, 01642 713185.
Email: albrecht@act-net.com
Web: http://www.act-net.com
PRICE: £100.

Pros and Cons

- **+ Easy to fit with simple software that works first time.**
- **+ Top quality Fraunhofer .mpg decoding algorithms.**
- **– Only compatible with the Zorro 2 version of Prelude.**
- **– £100 seems a high price to pay to decompress audio files.**

OVERALL VERDICT:
A sound option for Amiga audio devotees.

88%

WIN! LOADS MORE SPACE!

You can never have enough hard disk space. There are always loads of Shareware utilities you must have, games which run much better from a hard disk, plus all the graphics and rendered animations you produce. In most cases, the simplest, fastest solution is to get a nicely boxed external SCSI mechanism. Yes, they may be more expensive than IDE drives, but they're worth it. Well, if you enter our fantastic competition, sponsored by Analogic Computers, you could get one for nothing. The top prize is a huge 4.3Gb external SCSI drive, worth £225! That's enough space to fit six whole CDs worth of information on, and still have space left over. Don't worry if you aren't the lucky winner as we also have a 1Gb SCSI drive and two 540Mb drives as runners-up prizes. All you have to do is answer one simple question…



What is the only UK Amiga repair company to be officially recognised by Amiga Technologies on their website?

Think about it, write your answer on the back of a postcard (along with your name and address) and send it to: Analogic Competition • Amiga Format • 29 Monmouth Street • Bath • BA1 2BW.

Competition! RULES

1. Employees of Future Publishing and Analogic Computers are ineligible for entry to this competition.
2. No correspondence will be entered into.
3. Winners will be selected at random from all correct entries received by the closing date.
4. No cash alternatives will be offered.
5. The closing date for this competition is Friday April 9th, 1999.

SuperView Productivity Suite Vs

Two new image processors hit the streets, but is one a clear winner? Ben Vost compares and contrasts.

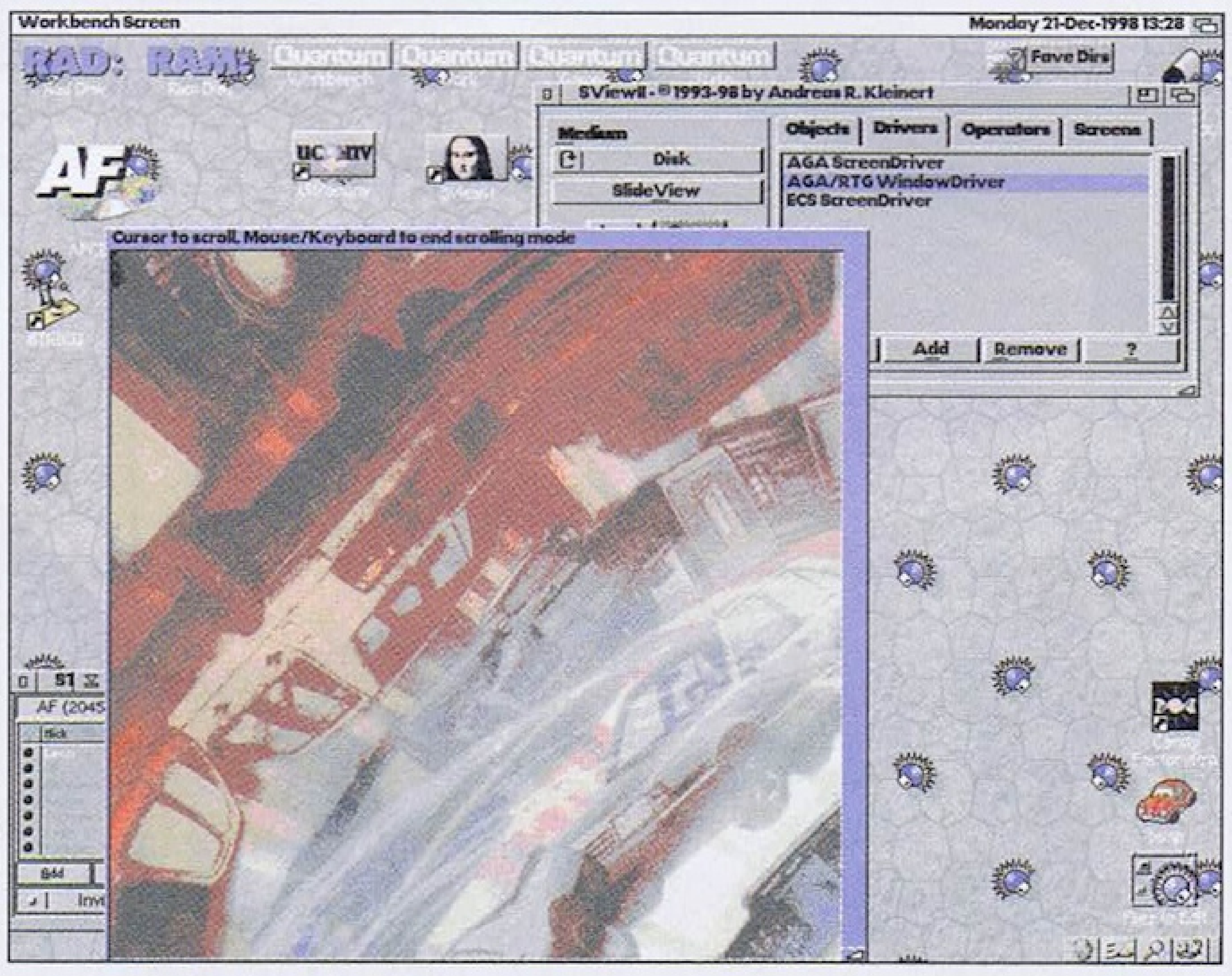
Sometimes it feels like steam engine time. Only the other day I was bemoaning the fact that there wasn't a simple image processing tool around these days. Sure, you can have *ImageFX* but it takes ages to load and does a lot more than you'd necessarily want it for. I mean, it would take at least twice as long to load *ImageFX*, load an image into it and scale it to a screen-viewable size, then save it out in a different format than it would in, say, *ADPro*, and that's with all the operators, loaders and savers for *IFX* optimised for your processor.

> "... it seems that German programmers have no sense of user interface design, and these two programs prove it."

That's nothing against *ImageFX*. If you wanted to add fire effects to a picture, paint on it, scan in a new portion of it, colourise, posterise or solarise it, then *ImageFX* gives you the best feedback of any Amiga program going, but, and it's a big but as the vicar said to the actress, it's not very fast. I have to do this kind of operation every day and if I didn't have *ADPro* I don't know what I'd use. Well, until these two came along, that is.

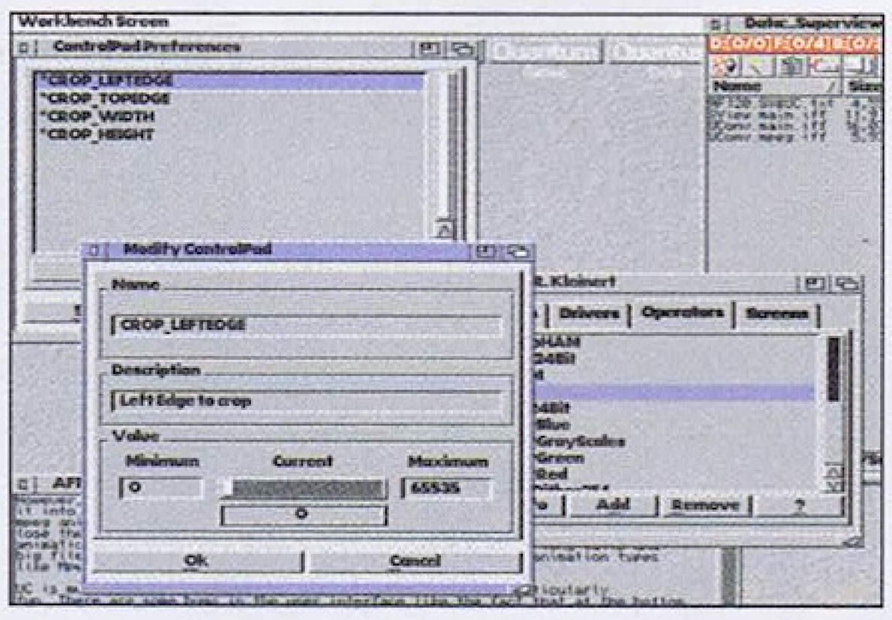
Ostensibly, both packages offer similar things. They're both image processing packages, although *UltraCONV* offers a lot more "features" and *SuperView Productivity Suite* gives you some of the very well-known AK DataTypes in a registered form (almost worth the cover price of the CD alone). However, it seems that German programmers have no sense of user interface design, and these two programs prove it.

Unfortunately, neither of them is going to prove to be particularly easy of use and I found myself resorting to the tutorials in the skimpy *UltraCONV* AmigaGuide manual more than once to work out what I'd done.



SuperView allows you to show images in a window on your screen.

All the same, if you want to apply large quantities of effects to images, *UltraCONV* works very nicely, allowing you to set up lists of operators under different categories, like scale, rotate,



If you want to crop a picture in *SuperView*, this is how you'll have to do it. Urgh.

filter and so on, which can easily be switched on or off as desired. Compare this to *Superview Productivity Suite*'s outrageously complex user interface where you have to indirectly use ARexx commands to do anything, which is fine if you're an ARexx aficionado, but then you could use *Superview Productivity Suite* purely from its ARexx port.

Doing things this way means that the program itself is very small, but small isn't necessarily what everyone wants all the time if it's at the expense of ease of use.

ANIMATION PUBLISHER

Moving back to *UltraCONV*, the vaunted *Anim Publisher* which gets hyped on the back cover of the CD (all the blurb is in German) isn't particularly impressive either. It's a good idea, just not very well executed. The idea is that you have a canvas on which you can move around animations, text, lights and so on to create a new animation, but the problem is that it's just too awkward to use. I have no doubt whatsoever that the author can do wonders with it, and it would have been nice to see some examples on the CD, but that's because he knows the program inside out, not because these things are easy to achieve.

However, the fact that it can convert

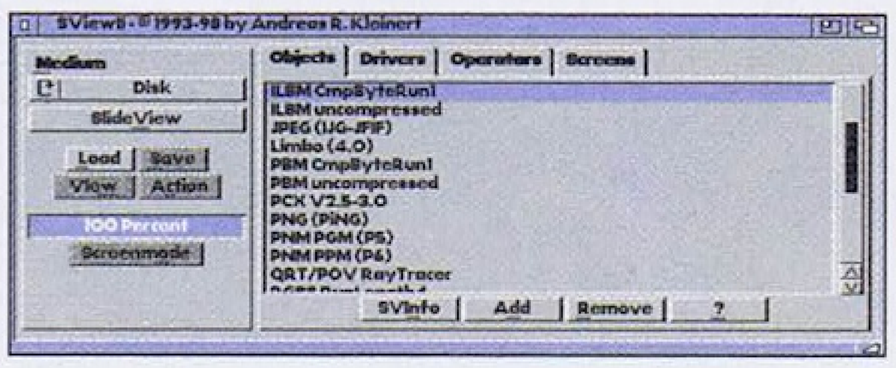
HEAD TO HEAD!

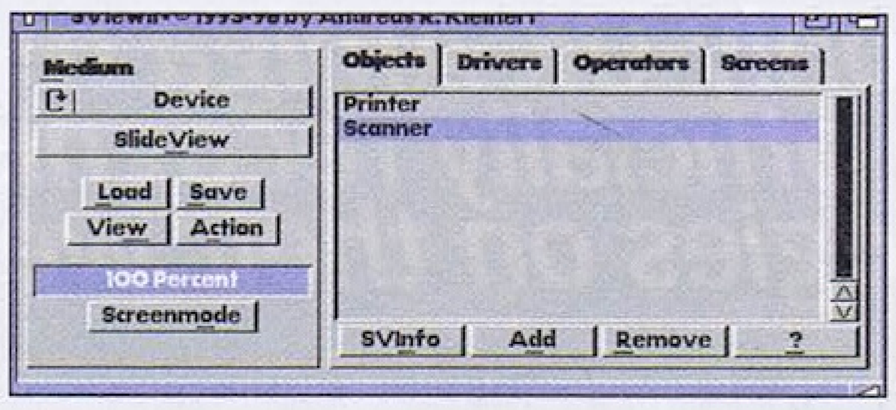
Here's a comparison of the features that are on offer:

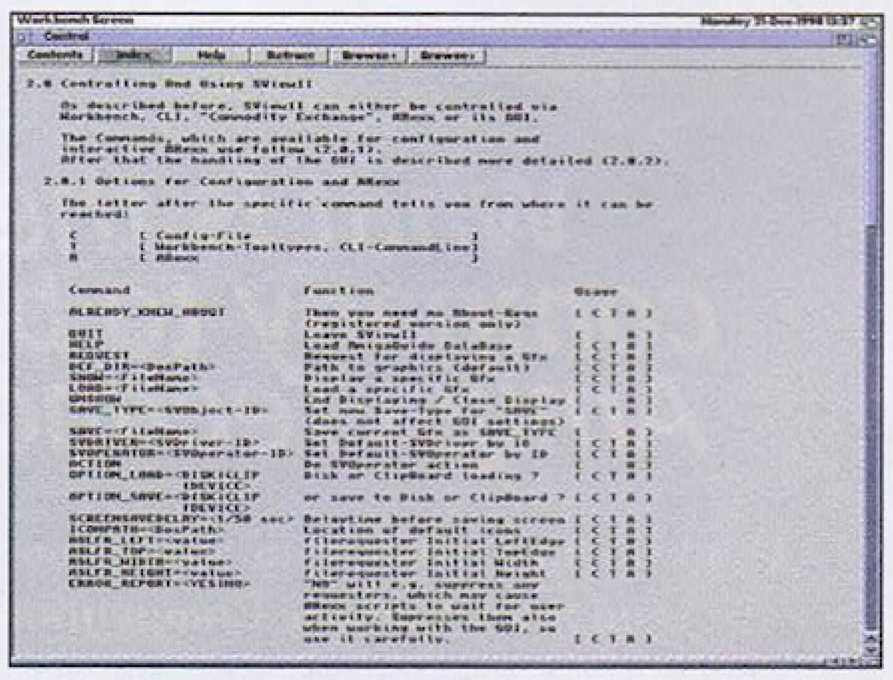
	Superview	UltraCONV
Loaders/Savers	50+	22 (inc. PPM and animation formats)
Operators	30+	47+41 Anim-F/X
PPC support	Yes	Yes
RTG support	Yes	Yes
Anim support	No	Yes
ARexx port	Yes	Yes

The loaders/savers field is somewhat difficult to gauge since both packages support PPM. This means that if you have a PPM converter you can load pretty much any image format into the programs. *UltraCONV* also allows you to load animations in various formats and sub-formats, like Anim5, 7, 8 and so on.

***UltraCONV* also has a webmap creation tool that doesn't really fit in anywhere else.**







You can load images from disk or scanner. Right: The full instructions for *SuperView*.

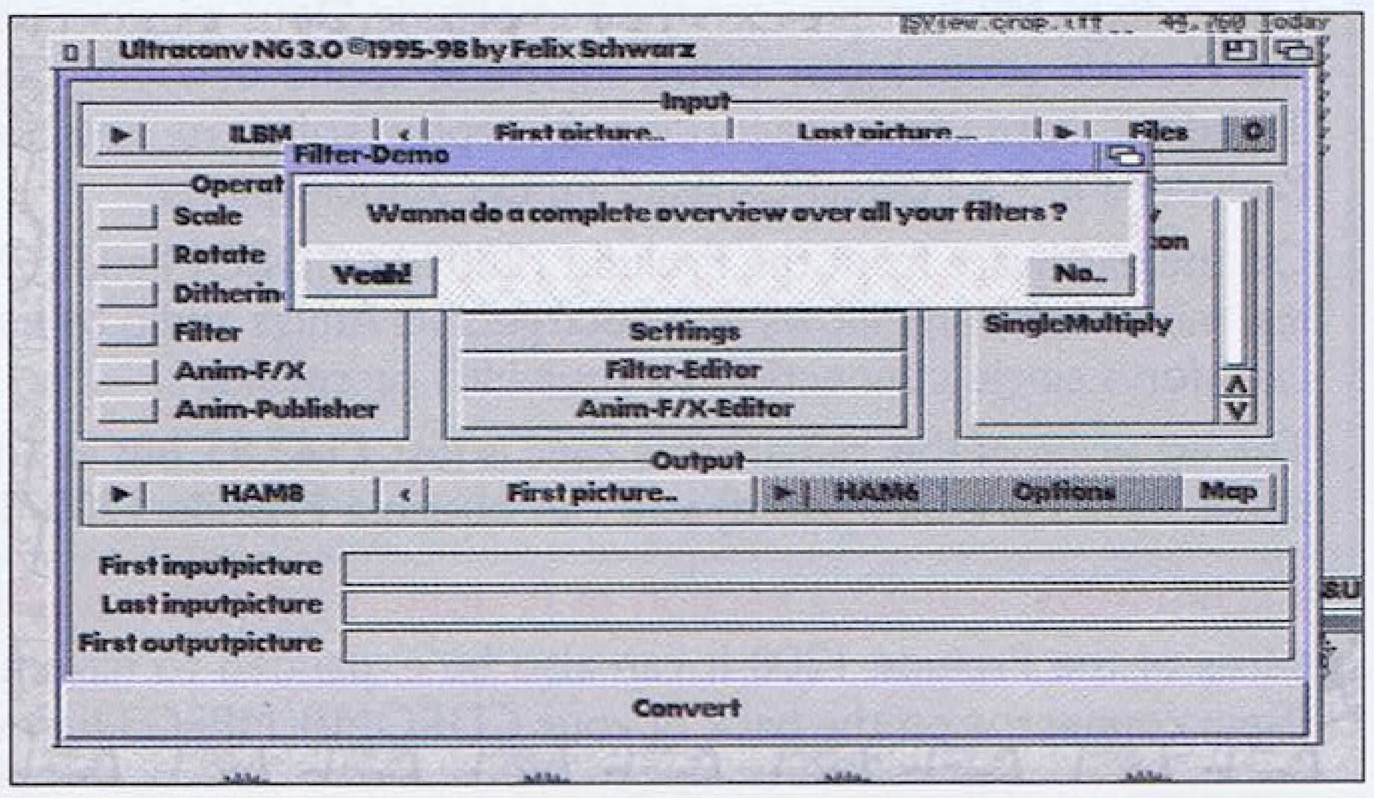
UltraCONV

between animation formats really pushes it into the lead as far as features go – the ability to save a slow-moving .mpg animation as an anim5 file is invaluable, even though it means that you'll lose the audio. I've tried it with several .mpgs and a couple of *QuickTime* animations with a good success rate, although be prepared for long waits and big file sizes if you're converting from heavily compressed animation types like .mpg.

UltraCONV is much easier to use than *Superview Productivity Suite*, although it still isn't particularly fun. There are some bugs in the user interface, like the fact that at the bottom of the main window there are text gadgets for the paths of the pictures, and although you can type in them, you end up with *UltraCONV* not being able to work with the pictures and you have to use file requesters to choose filenames. Oddly, you also have to decide what you want to call a file before you convert it. This makes sense when converting a whole batch of files, but not when you're only converting one or two individual pictures.

> "... both packages offer things that are easy to do at the expense of more useful but harder to implement features."

Superview Productivity Suite forces you to use the ARexx command set. This is handy if you're going to end up writing ARexx scripts, but it's not much use otherwise and it causes the program to be almost unuseable for things like cropping as you can't do it visually. *UltraCONV* gets around this problem by

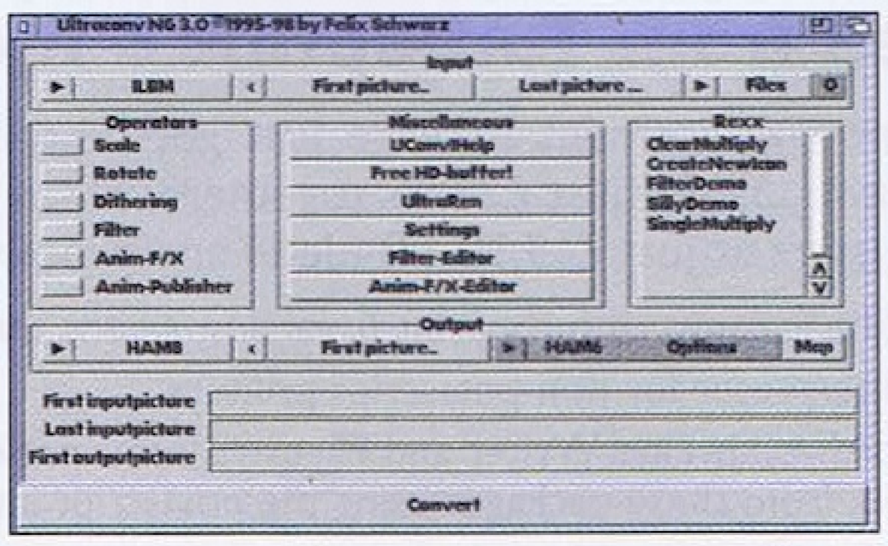


It's handy having a decent ARexx port.

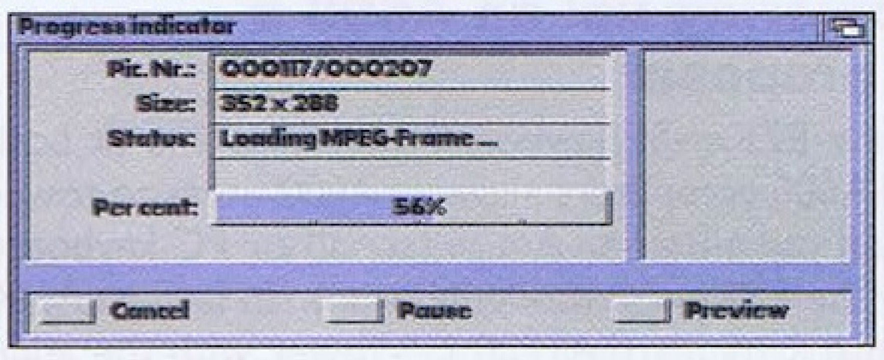
not offering a crop function at all, a major oversight.

Superview Productivity Suite's operators aren't particularly interesting either, making it a starting point for image processing rather than an all-in-one tool. You'll still need to have another package if your image processing functions include anything more than converting to greyscales or rotating an image. Even something as basic as blurring your image would need to be done elsewhere, but *UltraCONV* isn't much better in this respect. It seems that both packages offer things that are easy to do at the expense of more useful but harder to implement functions.

As such, neither is completely satisfactory, although the fact that *UltraCONV* will convert animations as well is very useful. By the way, since it can apply all the same filters, etc, on animation frames as well as it does to single images, there's no reason why you can't have effects applied across the whole animation. *UltraCONV* seems to lock up on occasion, prompting the odd reset, but it does clear its caches the next time you load it. Talking of which, if you're going to convert large animations, make sure you have enough room on your hard drive, not only for the anim you're converting and the destination anim, but also for all the frames of the animation. This is because *UltraCONV* saves them all out, processes them, saves them in your desired animation format and then deletes the temporary images from the cache.



Not exactly friendly, is it?



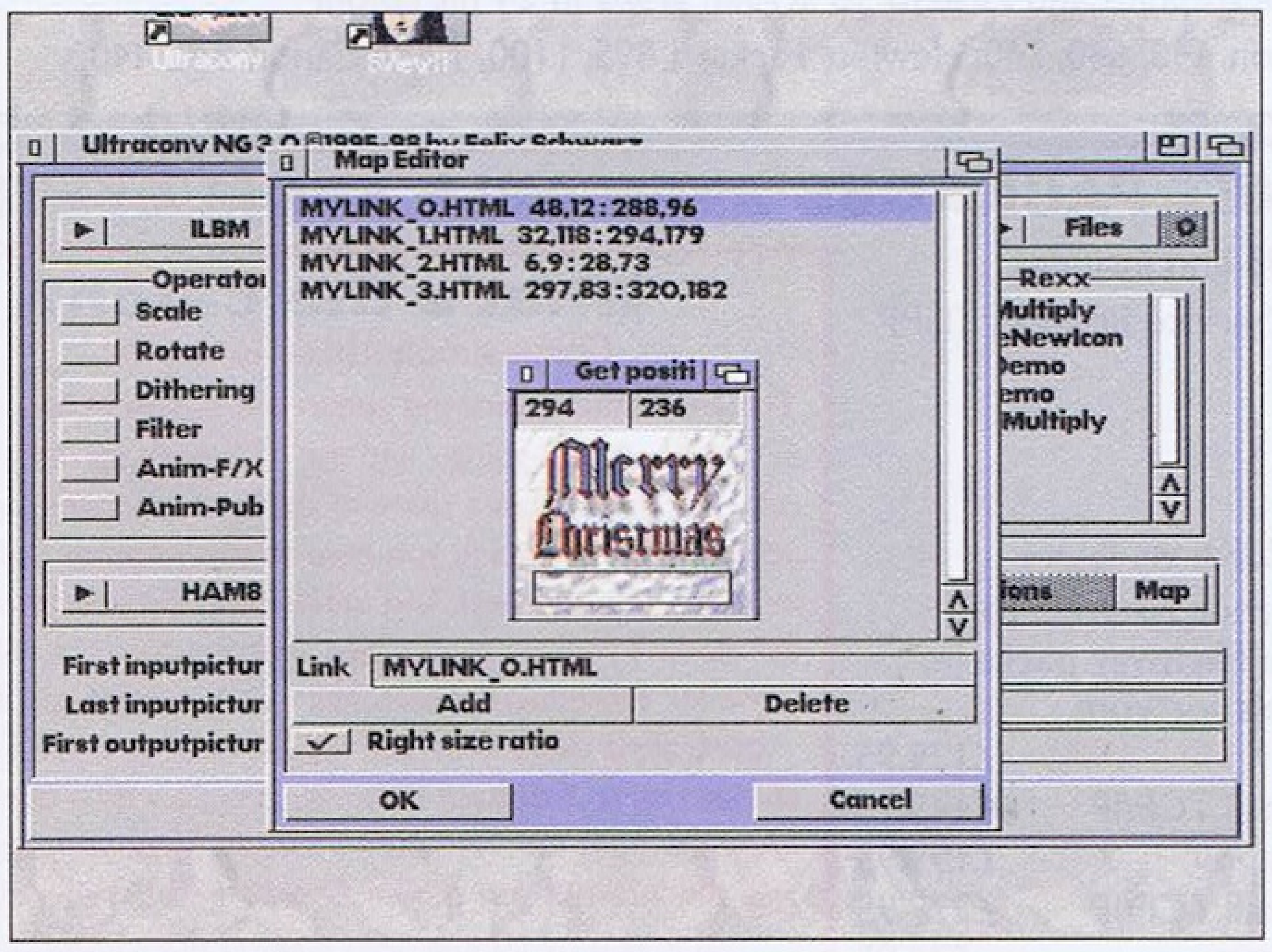
Converting an anim is as easy as a single pic.

AND THE WINNER IS...

So, the less-expensive-these-days question has to be, which of the two should I buy? The answer isn't that clear, unfortunately. If it was just the image processing side of things, I'd immediately say get *UltraCONV*, but you're likely to want to use DataTypes and the like, which *Superview* provides so nicely (the Shareware versions don't use the PPC, but the ones on this CD are registered and do).

Neither will be a whole lot of use if you also want something quick and easy for cropping or gaussian blurring images and you'll probably need to stump up for *ImageFX* for that, or some other bit of Shareware. Even so, I would have to say that *UltraCONV* has just got the edge. It's actually useable, unlike *Superview Productivity Suite*, and it has those animation features to boot, even though they aren't all easy to use.

You can carry on using your unregistered DataTypes anyway, if you must, or only register the ones that you actually use with Andreas Kleinert – individually registering them would cost more than *Superview Productivity Suite's* retail price of £29.95, so you might not want to register the TIFF DataType or *Superview* itself.



UCONV's map editor isn't bad, but it can only do rectangles.

PRODUCT: Superview Productivity Suite
PRICE: £29.95
SUPPLIED BY: Weird Science 0116 2463800

OVERALL VERDICT:
Extremely difficult to use and not fully featured.

70%

PRODUCT: UltraCONV
PRICE: £39.99
SUPPLIED BY: Eyetech 01642 713185

OVERALL VERDICT:
A bit buggy and not the easiest of software to use.

75%

Latest News in Brief

QNX Demo free to EZPC Tower Customers

Courtesy of QNX we are now shipping the '1.44MB Web challenge' Demo with all EZPC systems (previous purchasers can obtain a copy by sending us a stamped self-addressed 8"x10" padded envelope).

The diskette has a TCPI/P stack, dialler, web-server, web-browser, wordprocessor, vector graphics, animation and a host of HTML web pages about QNX and QNX itself - all on a 1.44MB floppy!

New EZKey-SE keyboard adapters makes 'towering up' an A600 a practical proposal

Eyetech's all-new EZKey-SE keyboard interfaces will fit both the A1200 and A600 computers allowing A600 users to tower their Amigas and use either an Amiga (serial) or PC keyboard (depending on the EZKey-SE model chosen). In fact, an A600 can be fitted into a standard A1200 EZ-Tower with the addition of just mouse and joystick extension cables and a blanking plate (to cover the space where these connectors would be on an A1200 system).

The EZKey-SE is just £18.95 for the Amiga Keyboard version and £24.95 for the PC keyboard version.

A1200 hard drive 'Starter' Magic Packs now shipped 'CDROM-ready'

The hard disk versions of Eyetech's entry-level A1200 Magic Pack System (AMP-STR-HD2) are now being shipped 'CDROM ready'.

These packs are now fitted with an internal buffered IDE interface and an external CDROM data socket. That makes connecting a CDROM - either at time of purchase or later - as easy as plugging in a printer!

Suitable 24x speed external CDROM units (with case and power supply) are available from Eyetech for just £59.95.

EZBus-Z4

A new Zorro adapter is now available from Eyetech featuring regular Z2 slots and 2x 19MB/s local bus connectors

- 5 x Zorro 2 slots
- 2 x clock port connectors (4 optional)
- 1 x video slot (requires optional video adapter)
- High speed Z4 local bus connector with 19MB/s bandwidth (ie twice as fast as Zorro 3)
- Low cost Z4 4MB, 24 bit graphics card available shortly
- Low cost high performance, Z4 IDE flyer available soon
- Industry standard mounting profile - fits the new EZTower-Z4 (see below) as well as most other popular A1200 tower systems.
- Available February 1999

Zorro-4 adapter alone	£149.95
Introductory price for first 100 orders - just	£129.95
Scandoubler/flickerfixer/video adapter	£29.95
24-bit local-slot graphics card	£T.B.A.

EZTower-Z4

A new version of the EZTower is now available from Eyetech which has been specifically designed for use with the EZBus-Z4 above. This is the way to go if you don't/won't need EZPC expansion capability.

As an introductory offer we are making available some very special EZTower-Z4 and EZBus-Z4 bundles as follows:

- Full EZTower-Z4 with 10 drive bays, 250W psu, floppy drive faceplate & cable, power connectors etc
- EZKey-SE keyboard adapter and PC keyboard
- EZBus-Z4 bus board as above with 5xZorro2, 2x clock port, 2 x Z4 slots

DIY EZTower-Z4, keyboard and keyboard adapter and EZBus-Z4 normal price	just £239.95
Introductory price for first 100 orders (total)	just £199.95
Ready-built EZTower-Z4 bundles as above	+£20.00
Upgrade to Amiga keyboard & keyboard adapter	+£20.00

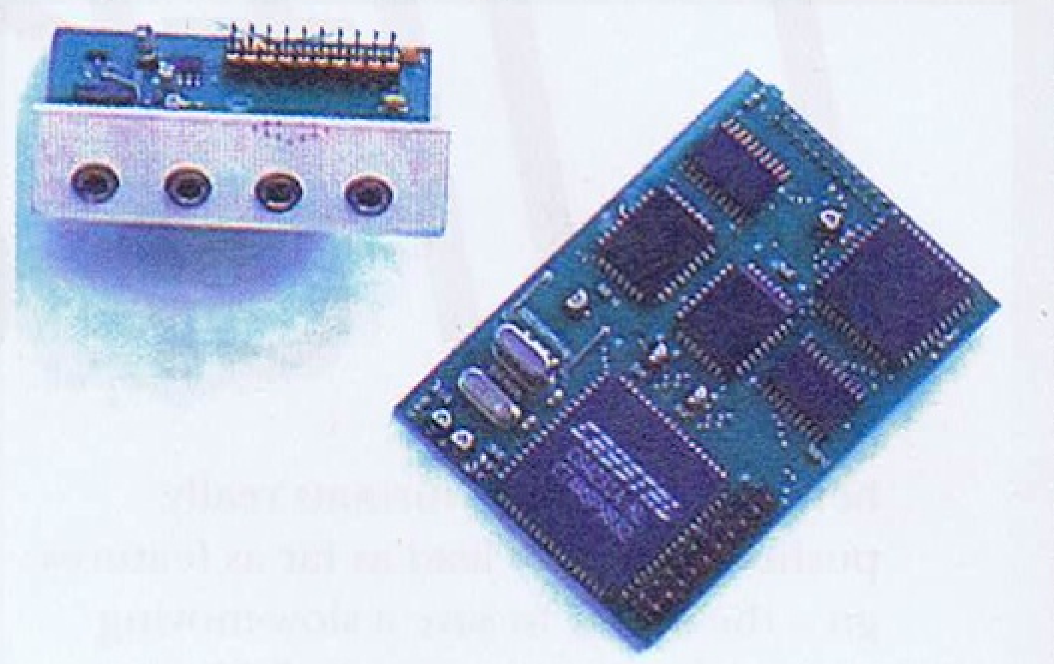
Phase5 products down in price - PPC 160MHz + '040MMU/FPU from £199.95!

Phase 5 have reduced the price of their Amiga PowerUp accelerator and BVision cards helping to compensate for the recent adverse exchange rate between the £ and D-Mark.

The long-awaited BVision high performance A1200 graphics card is finally here and shipping. As well as the price reduction, (now available from just £139.95) the cards on-board memory has been increased to 8MB.

At last - a full 16 bit CD quality, full duplex sound card for the A1200 - which doesn't need a Zorro or PCMCIA slot!

The clock-port-fitting Prelude 1200 is finally here and is now available ex-stock from Eyetech



This remarkable card will convert even a non-towered A1200 into a high performance audio recording studio - and being full duplex you can have simultaneous independent hard disk recording and playback. The Prelude 1200 fully supports the AHI retargetable sound standard (and ARTAS support for the forthcoming WB3.5), as well as many applications written for the Tocatta sound card. Software support is extensive, including drivers for Audiolab16 sample editing software, the Camouflage MIDI sequencer, the Samplitude Opus music suite, the Prelude audio mixer panel, surround sound decoding, the Tapedeck hard drive recording & replay software and for PreludeAMP - a PowerPC-based MPEG 3 audio player.

On the hardware front the Prelude 1200 has CDROM audio, MIC, Line and Auxiliary inputs. The supplied graphical mixer software allows non-retargetable Amiga audio to be properly mixed with the output from the Prelude card for a single connection to your HiFi or speakers.

The list price of this remarkable card is just £149.95, but as an introductory offer until 31 January 1999 (or until initial stocks are exhausted) you can obtain a Prelude 1200 direct from Eyetech for just £129.95.

STOP PRESS! The Z2/3 version of Prelude is now also available for just £189.95. As well as having all the features of the Prelude 1200 it can also be expanded to have full digital audio input and outputs (remember that 2-pin connector on the back of your CDROM?), MPEG3 hardware decoding, and internal Synth & Midi functions.

UltraConv 3.0 Graphics/Animation converter & effects CD-based package now available and in stock



This superb package is so much more than just a graphics converter.

As well as loading/converting/saving most image formats (ILBM, JPEG, BMP, PCX, PNG, TIFF, TARGA, Raw-RGB, Amiga icons, NewIcons, Amiga Datatypes - and loading images directly from ScanQuix & Vlab) it can build animations from images sequences (& vice versa); generate HTML image maps for web site use; perform image scaling, rotation and filtering; generate Amiga and NewIcons icons from image files; make/convert animated GIFS, Mpeg video streams, FLI, AVI, Anim5 & 7, Quicktime, XFA & Transferanims (the animations used in web browsers).

The included AnimPublisher program can integrate up to 100 simultaneous animations on one screen, specifying position, scaling, transparency etc for each one - perfect for the ultimate website extravaganza! It also has 72 animated and predefined image effects built in.

The program has extensive PowerPC & FPU routines (making some operations up to 20x faster than on an 060/50!) and extensive batch processing & AREXX support - making it easy to extend the programs functionality as required. And the price for all this functionality? Just £39.95 - or £29.95 if purchased with ScanQuix4.

TURBOPRINT 7 Professional (English) is now available Upgrades from Turboprint 6 are also available ex-stock



The best Amiga print enhancement package just got better! The latest version of Turboprint 7 is now available for just £38.95, together with an upgrade package for registered Turboprint 6 users at just £19.95. (Trade-in and proof of purchase required.)

As well as retaining all the features of Turboprint 6, version 7 adds the following:

- Built in postscript interpreter for non-postscript printers
- Integration with Wordworth, Final Writer and Pagestream to provide high-speed, full 24-bit colour printing direct from these packages using the postscript interpreter
- Graphic text mode for printers with no built-in text fonts (e.g. the Epson Stylus 300)
- 'Zoom' function in Graphics Publisher aids accurate picture editing
- Support for Intellifont scalable fonts on all Turboprint-supported printers.
- Multiple copy function in the Turbospool print spooler program
- Built in screengrabber - now supports Cybergraphics and Picasso 96 screen grabs in 24 bit colour
- Drivers for the latest printers including Epson 440, 640, 740; Hewlett Packard 895, 1100, 1200; Canon BJC 4400

ONE-OFF CHARGE INTERNET PACKAGES AVAILABLE FROM EYETECH

The basic connection package costs just £49.95 and includes:

- 25MB of web space with a leading Internet Service Provider (ISP)
- 10 email addresses of your own choosing
- 90 days inclusive Internet technical support
- 100% UK local call (0845) dial-up access
- Dial up access to 56Kb via modem or to 128Kb via ISDN

If you are not already connected to the internet, or wish to upgrade to ISDN capability using BT's Home Highway package, then we have some very special package deals for you:

Net connection as above + 56Kb modem	£129.95
Net connection+56Kb mdm+Amiga web,email,TCP/IP	£149.95
Net connection + 128Kb ISDN terminal adapter	£199.95
Net connection+128Kb T/A+Amiga Web,email,TCP/IP	£229.95
PortJnr 460Kbps serial port bought with above	£24.95

What's the catch?

Quite simply, there isn't one!

The set-up fee covers the admin and support costs needed to get you going - and the ISP's ongoing running charges come from a share of the local call (0845) costs charged by BT (which you have to pay whoever you use to access the Internet). And unlike other 'free' services the ISP doesn't require you to give a 'retail profile' for him to use for subsequent direct mail - or bombard you with advertising every time you log on - and you don't get charged up to £20 each time you ring up with a question! And since the ISP only makes money when you actually use the Internet you can be assured of the highest levels of first-time connectivity and service response.

This must be the cheapest way to get you and your Amiga on to the Net!

A1200 EZTower systems, EZPC Tower systems, Magic Packs and accessories

NEW EZPC A1200 TOWER EXPANSION CONFIGURATIONS

3 new pre-configured systems to suit different applications and pockets

The EZPC system works by making the PC motherboard act as a slave processor to your A1200 - looking after the the operation of the systems accessories whilst you and your Amiga get on with creative work. (You can of course use the PC as a computer in its own right if you really insist!)

Its also important to understand that EZPC A1200 expansion system is based on a real Amiga and is not at all comparable with other PC-only systems running a clever, but slow, Amiga emulator as a PC application.

In fact there are such a range of applications that the EZPC system can open up to an Amiga user that we have introduced three systems pre-configured for different types of use. These are:

A1200 EZ-PC TOWER-HSE (Home Studio Edition). £999.95

The HSE configuration comes complete with TV tuner with cut-and-paste teletext facilities, 24-bit video frame grabber and video clip capture card, 30 bit colour scanner, 56K modem and unlimited internet access at local call rates - as well as the standard EZPC system components

A1200 EZPC TOWER-DVE (Digital Video Edition). £1369.95

The DVE is fitted with a purpose-designed, hardware-based MJPEG non-linear video editing suite for home/semi-professional video production. It also comes with built-in CD Writer/ReWriter (with drag-and-drop CD writing software) for producing your own audio and video CDs.

A1200 EZPC TOWER-XLS. £1995.95

This must be the ultimate creative multimedia expansion platform for your A1200. It comes equipped with non-linear video editing hardware and software, A4 30-bit flatbed scanner, DVD ROM hardware & MPEG 2 decoder (for DVD video playback), CD ReWritable drive, 15" Colour Monitor, 56k data/fax/voice modem with voicemail and internet software - and much more.

A1200 EZPC TOWER-3.1+. £395.95

Finally, if your A1200 is feeling a bit tired we can supply your chosen EZPC Tower system with a brand new Kickstart 3.1 A1200, complete with Magic Pack software, 24 Speed CDROM, 2.1 GB hard drive (with W/b & Magic Pack software preinstalled), EZCD Mk4 interface and EZIDE software ready installed and connected up. All you need to do is to slot in your existing accelerator, fit your old hard drive into the external mounting drawer provided (see photo) switch on and start using your new A1200 EZPC Tower system.

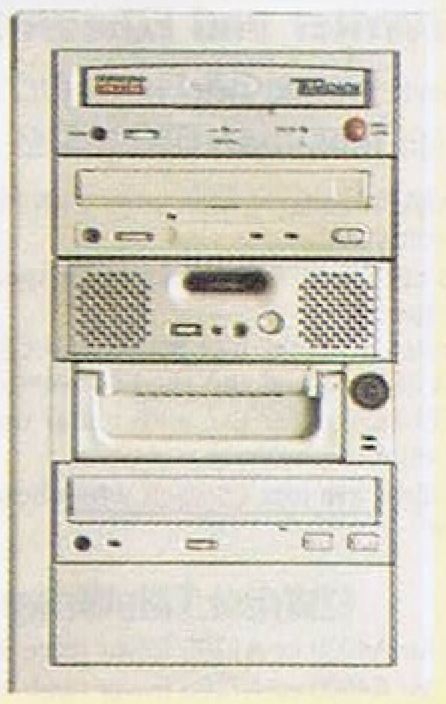
All these three packs are designed for you to fit your existing A1200 in the EZPC Tower and connect it up. This normally takes around an hour, but if you would prefer to receive your system ready to use, we can arrange to collect your Amiga, do the work for you and ship your new system back all ready to plug-in to mains and phone outlets! Please ring for details.

EZPC-Tower Model	HSE	DVE	XLS
EZPC-Tower/250W psu/PC mouse/HD floppy	Yes	Yes	Yes
EZ-Key k/b adapter PC k/b & rem switch	Yes	Yes	Yes
Ultra DMA hard drive 4.2GB	Yes	Yes	Yes
DVD-ROM(inc 20xCDROM)/CDROM	32x CDROM	+£59.95	DVD-ROM
CDReWriter(inc 6xCDROM) & s/w	n/a	Yes	Yes
10 x blank CDR's 650MB	n/a	Yes	Yes
100MHz bus PC m'board w/64MB	Yes	Yes	Yes
High perf high res 3D Gfx card w/MPEG-1	Yes	Yes	Yes
TV/teletext/framegrabber	Yes	n/a	n/a
Hardware MJPEG Video Editor	n/a	Yes	Yes
Hardware MPEG-2 Video decoder	n/a	+£59.95	Yes
CD-quality sound card with MIDI	Yes	Yes	Yes
Software controlled Amiga/PC audio mixer	Yes	Yes	Yes
Internal 60W PMPO monitor speakers	Yes	Yes	Yes
Siamese RTG2.5 software	Yes	Yes	Yes
Amiga PCMCIA & PC ethernet cards/cabs	Yes	Yes	Yes
30-bit high res A4 flatbed scanner	Yes	+£59.95	Yes
Internal 56k data/fax/voice modem	Yes	+£99.95	Yes
Unlimited access Internet package	Yes	inc w/above	+£49.95
15" SVGA monitor	+£109.95	+£109.95	Yes
17" SVGA monitor	+£199.95	+£199.95	+£99.95
Win 9.x/Lotus Smartsuite bundle	+£99.95	+£99.95	Yes
Miami Amiga TCP/IP stack	+£24.95	+£24.95	Yes
75%-off Cinema-4D/PC voucher	Yes	Yes	Yes
Cost with options as specified	£999.95	£1369.95	£1999.95





The EZPC Tower system showing the A1200 and the PC motherboard in its slide out frame



AMIGA 1200 Magic Packs

Direct to Eyetech from Amiga International Inc.



- Full UK specification with Kickstart 3.1/Workbench 3.1 disks and manuals. UK PSU, mousemat, TV lead and 2MB graphics memory (in addition to any memory expansion included in the packs below).
- Fantastic software bundle including Wordworth 4SE, Turbocalc 3.5, Datastore 1.1, Photogenics 1.2SE, Personal Paint 6.4, Organiser 1.1, Pinball Mania and Whizz.
- Hard drive versions come with Scala MM300 pre-installed.
- Other options available, eg EZ-Tower Magic Pack bundles from £338.95 - ring for details.
- Time-of-purchase upgrade packages available at very special prices - see asterisked* items in the 'Pack' boxes below.

Eyetech Starter Pack & Starter Pack-Plus

Diskette based system as above — Just £179.95
CDROM-ready, 170MB HD system as above — Just £248.95
(New! Now includes EZCD buffered i/f and external CDROM socket)
Upgrade HD system to a 24-speed CDPlus unit with PSU for just £59.95*

Eyetech Productivity Pack 3

170MB HD,030/33MHz/MMU/FPU/8MB — Just £299.95
U/g to an '040/25MHz/MMU/FPU w/16MB & 100W PSU for just £99.95*
&/or upgrade to an EZTower-Plus with EZKey & PC k/b for just £110.00*

Eyetech MiniTower Pack 3

2.5GB HD, '040/25MHz/MMU/FPU/16MB, 20-speed CDROM, EZ-CD-Mk4 4-device buffered i/f & cables, EZIDE s/w, MiniTower case with 230W PSU — Just £598.95
Upgrade to an '040/40-SE/MMU/FPU with 32MB for just £69.95*

Eyetech Professional Pack 3

4.3GB HD, '040/40-SE/MMU/FPU/32MB, 24-speed CDROM, EZCD-Mk4 4-device buffered i/f & cables, EZIDE software, EZTower case, Amiga k/b & i/f, 250W PSU — Just £798.95
Upgrade to a 160MHz PPC & '040/25MHz/MMU/FPU w/64MB for £129.95*
. . . &/or add a 14" Monitor & Scandoubler for just £129.95*

The Eyetech A1200 EZTower System - from just £79.95 - or £99.95 including keyboard & keyboard interface

Thinking of towering up your A1200? Then you should certainly be considering the unique Eyetech EZTower System

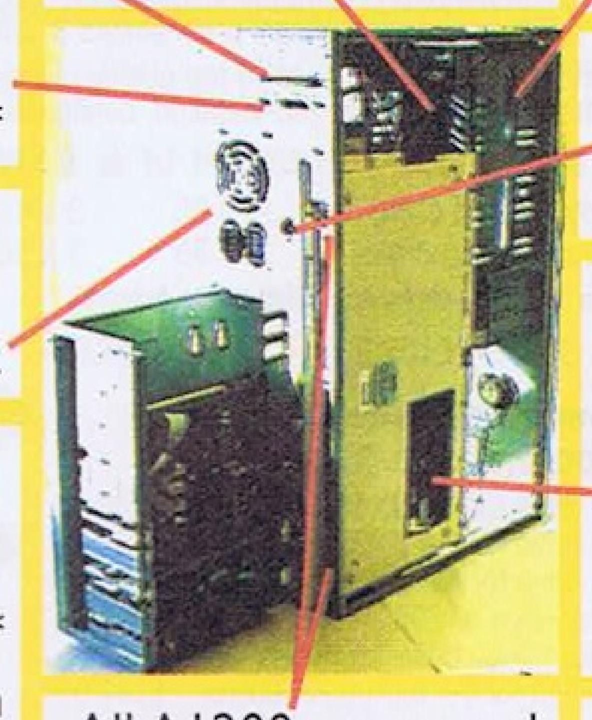
"This is definitely one of the easiest solutions to building your own Tower" - Amiga Format
"The Eyetech Tower offers clever solutions with a Velcro easyfit mentality" - CU Amiga

- **The easiest way to re-house your A1200 by far**
- **Expand your system with EZPC or Zorro slots**
- **250 W PSU with PC and Amiga power connectors**
- **Available in 3 models to suit different skills and budgets**
- **The only tower allowing both PC & A1200 in one case**

	Backplate kit	DIY* EZTower	Full EZTower
DFO: face plate & ribbon cable	Yes	Yes	Yes
Custom backpanel w/SCSI, audio KOs	Yes	Yes	Yes
A1200 power & LED adptrs	Yes	Yes	Yes
CE-approved metal PC case	n/a	Yes	Yes
No of bays/PSU capacity	n/a	10/250W	10/250W
Directly accessible PCMCIA slot	Yes	Yes	Yes
DIY assembly instructions	Yes	Yes	n/a
Installation instructions	Yes	Yes	Yes
PC board/Siamese compatibility	Yes	Yes	Yes
Assembled & A1200-ready	No	No	Yes
Eyetech installation option	No	No	Yes
Cost with options as specified	£39.95	£79.95	£99.95
With EZKey2/PC k/b (w/A4k k/b+£20)	n/a	£99.95	£119.95

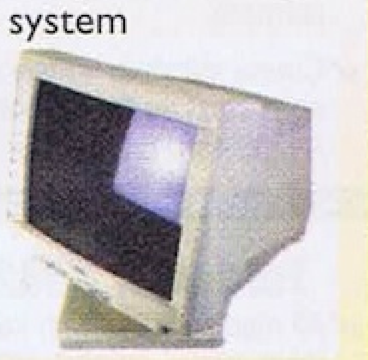
*With the DIY EZ-Tower you have to remove the PC tower back panel and some internal shelving and fix the new back panel in place

* Optional extra not included in standard EZTower system



AMIGA SVGA MONITORS

For use with Amiga Zorro & the new PPC Graphics Cards, Scandoublers & the EZPC-Tower system



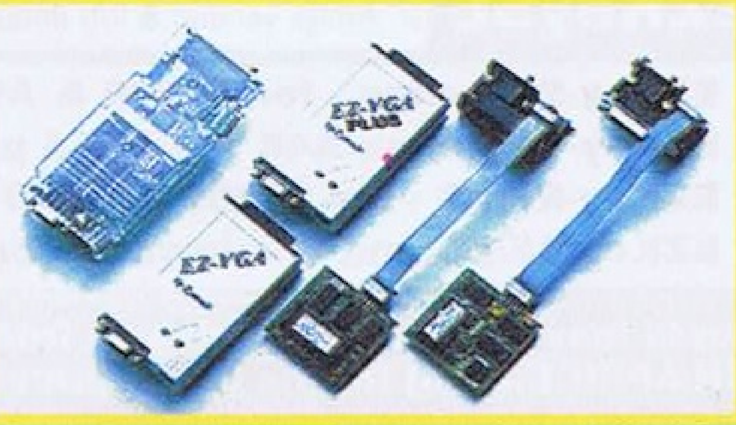
- All monitors come with a 3-year warranty.
- Special pricing on scandoublers/flickerfixers bought with monitors from just £45 extra
- Monitor specifications are quoted as the highest vertical refresh rate at the maximum resolution. Higher refresh rates (>=72Hz) at lower resolutions are available and give a more visually relaxing display.
- Scandoubler/flickerfixers have resolutions governed by the Amiga's AA/AGA chipset and are restricted to a maximum vertical refresh of 73Hz and a maximum usable resolution of 724Hx566V.
- The PPC BVision supports 1600x1280@72Hz. You will not gain the full benefit of this superb graphics card without a monitor that supports this resolution at that refresh rate.

14" SVGA 0.28DP, 1024Hx768V @ 60Hz — £89.95
15" SVGA 0.28DP, 1024Hx768V @ 60Hz — £119.95
17" SVGA 0.28DP, 1280Hx1024V @ 60Hz — £229.95
17" SVGA 0.26DP, 1600Hx1280V @ 75Hz — £399.95

EZVGA Scandoublers & Flickerfixers from just £48.95

All scandoublers/flickerfixers allow the Amigas 15Khz modes to display on a PC SVGA monitor. Flickerfixers allow interlaced screens to be displayed, rock-steady, at twice the standard vertical resolution. Other modes are passed through unaltered.

EZVGA-Mk2	Compact, external, upgradable scandoubler (to full flickerfixer)	£69.95
EZVGA-Plus	Compact, external scandoubler with full flickerfixer	£99.95
EZVGA-SEFF	Economy external scandoubler with full flickerfixer	£89.95
EZVGA-INSD	Internal A1200/A4000 scandoubler (not upgradeable)	£48.95
EZVGA-INFF	Internal A1200/A4000 scandoubler with full flickerfixer	£78.95



Peripherals & Storage

Award-winning UMAX SCSI Flatbed Scanner



- 600 x 300dpi optical resolution, single-pass 24-bit A4 flatbed scanner
- Comes with Photoscope (Amiga) and Mac software. Compatible with all modern SCSI interfaces - including PPC, Blizzard & Classic Squirrel (but not Surf-Squirrel)
- PCW 'Best Scanner of 1998' Award - July 1998; PCW 'Best Scanner' September 1998
- Highly-acclaimed ArtEffect-SE v1.5 (normally £59.95) free with this bundle whilst stocks last.

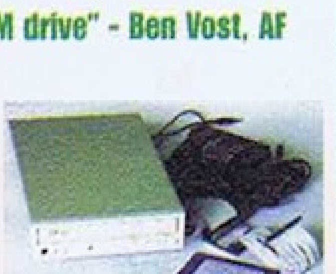
Amiga UMAX Scanner & PhotoScope Bundle now with FREE ArtEffect-SE v1.5 - still just £179.95

The Top-Rated CD-Plus Range for the A1200

"Eyetech have come up with a real winner with this new CDROM drive" - Ben Vost, AF

If your A1200 hasn't got a CDROM then you don't know what you're missing!

At these prices there is really no excuse!





- ✔ Whisper quiet 24 or 32-speed CDROM mechanism
- ✔ EZCD-Mk4 4-device buffered interface, 3-connector 40-way and 2-connector 44-way cables included
- ✔ CDPlus driver software specially written for Eyetech by the author of IDE-fix
- ✔ Optional Amiga and CDDA audio mixer with Gold phono audio jacks - just £19.95 each
- ✔ 20-watt CE-approved PSU complete with 13A plug.
- ✔ Optional upgrade to MiniTower or Desktop case with 230W PSU (which can also hold extra drives and power your Amiga) just £20 extra!
- ✔ **2 Free CDs whilst stocks last**

Complete CDPlus Systems: 24-speed just £79.95; 32-speed just £89.95!

Bare mechanisms for tower: 24-speed just £39.95; 32-speed just £44.95!

A1200 EZWriter and EZReWriter CDROM Burners

Make your own music and data CD's, back up data for less than 0.15p/MB . . .



EZWriter Gold

- ✔ Both are IDE/ATAPI reader/writer units with MakeCD Amiga writing software
- ✔ EZWriter units cut 'Gold' CD blanks at 2x speed & read CDROM's at 8 speed
- ✔ EZReWriter units cut 'Gold' CD blanks and CD rewritable disks at 2x speed and read conventional CD's at 6 speed
- ✔ Gold 650MB CD blanks (for use with either model) are available at ten for £10 at time of purchase
- ✔ CD rewritable disks are just £5 each when bought with the EZReWriter



EZWriter Internal

EZWriter/EZReWriter Options

EZWriter-Bare	for A4000 or A1200 Tower (bare drive - no MakeCD)	£179.95
EZWriter-INT	for A4000 or A1200 Tower (with MakeCD)	£249.95
EZWriter-SE	External A1200 unit with separate 100w PSU	£269.95
EZWriter-Gold	External A1200 unit with int 40w PSU, Gold Audio skts	£299.95
EZWriter-MT	Mini-Tower-cased unit with 230w PSU which can house an additional LS120/Zip/CDROM & power your A1200	£299.95
EZReWriter-Bare	for A4000 or A1200 Tower (bare drive - no MakeCD)	£199.95
EZReWriter-INT	for A4000 or A1200 Tower (with MakeCD)	£279.95
EZReWriter-SE	External A1200 CD ReWriter with separate 100w PSU	£299.95
IDE interfaces	EZCD-SE I/F, 44-way & 40-way cables & CDROM s/w -	add £20
if required . . .	EZCD-Mk4 I/F, 44 & 40-way cables & EZ-IDE s/w -	add £30
	IDE-Flyer or IDE-Express I/F, cables & s/w -	add £50

A1200 Hard Drives - LS120, ZIPs

- ✔ All drives come ready to use with WB3.0 pre-installed & WB2.x install script
- ✔ All drives over 200 MB come with over 45 top quality utilities (not shovelware) and MMe multimedia authoring s/w pre-installed, configured & ready-to-run

LS120 & Zip Drives (ATAPI i/f & EZIDE needed)

LS120 (HD Floppy/120MB Cart) -	£79.95	3 x 120MB carts	£29.95
Zip Drive (Mac emul. compatible) -	£79.95	3 x 100 MB carts	£29.95

TowerDrives (3.5" drives, 25mm high)

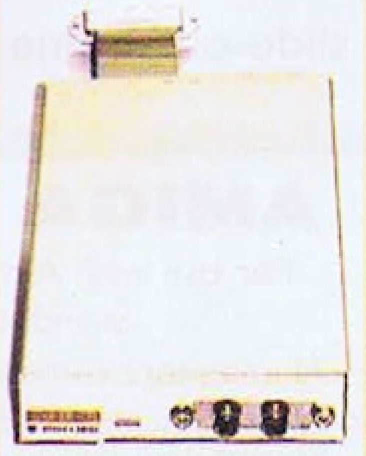
2.1GB - £89.95 3.2GB - £109.95 4.3GB - £129.95



2.5" InstantDrives for the A600/A1200/SX32

20MB	Entry-level drive for the SX32/A600	£29.95
170MB	Entry-level drive for the SX32Pro/A1200	£59.95
260MB	Entry-level drive for the SX32Pro/A1200	£64.95
720MB	A drive for serious A1200/SX32 Pro users	£99.95
1.4GB	A high performance drive for power users	£129.95
1.8GB	Top-class drive for the A1200/SX32Pro	£149.95

EZGen Amiga Genlock
Just £99.95



- ✔ Superimposes Amiga-generated graphics on a composite PAL video stream. Just plug in and go!
- ✔ Substitutes incoming video for any 'transparent' colours in your paint package, titling or multimedia presentation software.
- ✔ Create stunning transition and titling effects with packages such as Scala MM300 (which is included with A1200 hard drive Magic Packs).

Turn your CD32 into an A1200!

- ✔ All models come with keyboard, hard & floppy drive, serial, parallel, RGB & VGA video interfaces
- ✔ Pro models have '030 40MHz or 50MHz cpu and optional PC keyboard i/f. Pro-50 has full MMU.
- ✔ Mk2 takes up to 8MB & FPU; Pro models take up to 64MB & FPU.

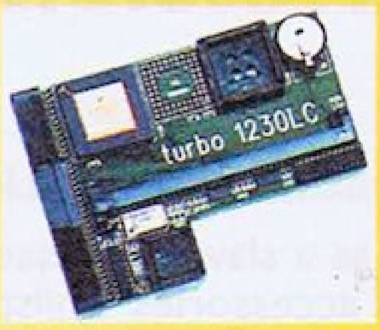


The SX32 Pro-50

SK32 Mk2	£149.95		
SX32 Pro50	£249.95	SX32 Pro40EC	£199.95

Accelerators & Interfaces

Apollo Accelerators for the A1200



Turbo 1230LC '030EC/33MHz (7 MIPS)

WTH FPU AND 4MB **ONLY £54.95**

Options: With MMU (non-EC version) +£5.00; With 8MB +£7.50

A1240/25	'040/25MHz/MMU/FPU*	(19 MIPS)	£127.95
A1240/40SE	'040/40MHz/MMU/FPU*	(30 MIPS)	£167.95
A1240/40	'040/40MHz/MMU/FPU*	(30 MIPS)	£187.95
A1260/50	'060/50MHz/MMU/FPU*	(39 MIPS)	£287.95
A1260/66	'060/66MHz/MMU/FPU*	(51 MIPS)	£367.95

*To 32MB. Optional 2nd simm socket (tower only) offers 64MB total

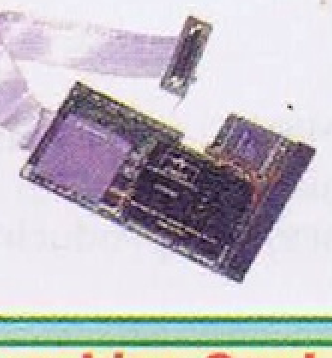
The Apollo A1260/66 is the fastest Operating System-supported Amiga accelerator currently available

Tip: Buy your memory with the accelerator to ensure full compatibility

20% off memory prices when bought with an Apollo or phase5 accelerator

phase5 PowerUp A1200 PPC + '040/'060 Accelerators

Without SCSI (not upgradable) inc. MMU & FPU



- 160 MHz 603e PPC '040/25/MMU.FPU only £199.95
- 160 MHz 603e PPC '060/50/MMU/FPU only £479.95
- 240 MHz 603e PPC '040/25/MMU/FPU only £319.95
- 240 MHz 603e PPC '060/50/MMU/FPU only £549.95

Add £69 to the above prices for factory fitted on-board Fast SCSI II Interface

Blizzard Vision Permedia 2 PPC Graphics Card

Unbelievable quality and speed - 1600x1280@72Hz!

No Zorro slots needed!

NEW! 8mb card - £159.95 or just £139.95 with a PPC

After repeated delays phase5 have promised that these remarkable boards will be here before Christmas. Customers who have back-ordered with us will automatically be upgraded to the 8MB version.

A1200 Clock Port Expansion Cards

For non-Zorro expansion A1200 owners the best expansion route is via the (unused) clock port

PortJunior	1x 460kb serial port	39.95
IOBlix1200S	1x 1.5 MB/s serial port	49.95
IOBlix1200P	1x EPP parallel port	49.95
(Drivers for PC parallel port scanners, Zip drives etc., available shortly)		
PortPlus	2x460kb ser & 1x800kb par port	69.95
Catweasel-2	HD Amiga/PC floppy controller	49.95
Prelude1200	16-bit full duplex sound card	129.95*
ClockUp	4-way clock port expander	19.95

* Until 31/1/99, thereafter £149.95

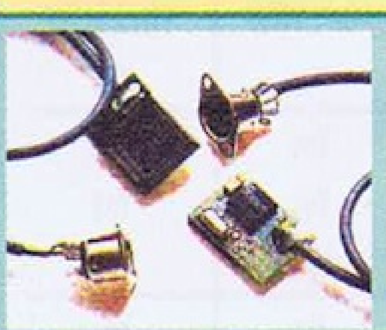
Complete A1200 IDE solutions . .

Abridged Guide to Buffered Interfaces

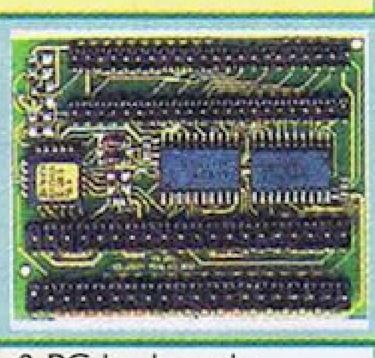
A buffered IDE interface is essential if you are considering expanding your A1200's storage capability. Not only does it give you the option to attach up to 4 hard drive/CDROM/LS120/Zip etc devices but it also protects your A1200 by putting back the buffering electronics that Commodore/AI left out of the A1200 design. Some interfaces can also significantly speed up the data transfer to and from your hard drive and/or CDROM ... but you will need to choose the right interface for your particular setup - see below, ring for details or send a stamped addressed envelope for an IDE Interface Fact Sheet. Note that the EZCD-SE is equivalent to the 'standard' interface offered by some other suppliers. See also the EZIDE software panel on this page.

Interface	Max Xfer	Suitability
EZCD-SE	2MB/s	68030/40MHz or slower / no accelerator.
EZCD-Mk4	3MB/s	68030/50, 68040/xx, 68060/xx accelerator.
IDE-Express	5MB/s	040/xx, 060/xx, UDMA HD & 24 speed+CDROM
IDE-Flyer	8MB/s	040/xx, 060/xx, UDMA HD & 24 speed+CDROM

EZCD Buffered Interfaces	SE	Mk4
4-Device Buff Interface & CDROM Software	£18.95	£28.95
CDROM s/w, 3x40 & 2x44-way cables	£28.95	£38.95
EZ-IDE s/w, 3x40 & 2x44-way cables	£38.95	£48.95
Elbox IDE Flyer I/F& CDROM file system (>4.3GB HD Support)		£59.95
IDE Express Interface & IDE-fix Express Software		£49.95







EZKey2

- ✔ Autodetects and remaps Amiga & PC keyboards
- ✔ Plugs directly into the ribbon cable slot on the A1200

EZKey2 alone - for A1200 only - just	**£28.95**
EZKey2 and Windows keyboard	**£38.95**
EZKey2, A4000 k/b & 6-to-5 pin adapter	**£58.95**

EZKeySE

- ✔ Separate models for Amiga & PC keyboards
- ✔ Amiga version & k/b detects all multi-key combinations

EZKey-SE/Amiga - for A1200 & A600 - just	**£18.95**
EZKey-SE/Amiga A4K k/b & 6-5 pin adapter	**£38.95**
EZKey-SE/PC - for A1200 & A600 - just	**£24.95**
EZKey-SE/PC and Windows keyboard	**£34.95**

Software & Drivers

TurboPrint 6 & 7* - The essential partner for your digital imaging work



- ✔ The most comprehensive, fastest replacement printing system for all WB2.x+ Amigas
- ✔ Supports more than 70 printers including the latest models from Epson, Canon, HP printers - including the Award-winning Epson Stylus Photo series
- ✔ Integrates seamlessly with ScanQuix scanning software and CamControl digital camera software
- ✔ Poster printing, image tiling, colour correction, print spooling, multiple copies*, postscript emulator*, screen grabber*, photo optimisation etc, all included
- ✔ Selectable parallel device for use with high-speed interfaces such as the PortPlus & IOBlix1200P
- ✔ 20% off the price of the the PortPlus & IOBlix1200P when purchased with TurboPrint.

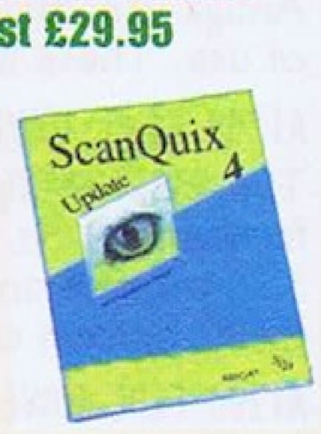
TB6 - £34.95

TB7 - £38.95

TB6/7u/g - £19.95

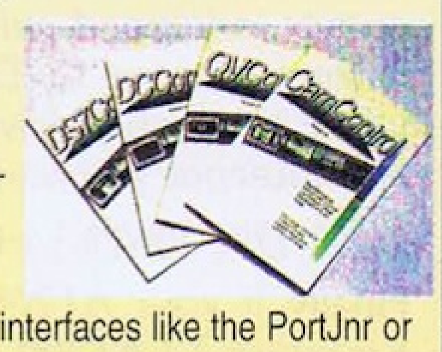
Amiga Digital Imaging Software from Andreas Gunther

ScanQuix4 Software just £59.95 - Upgrades just £29.95



- ✔ 24 bit scanning with full range of editing options.
- ✔ Stand-alone use or integrates with your Art package (AdPro, ArtEffect, PPaint, Photogenics, ImageFX, XLPaint, Pagestream 3, DPaint5) via AREXX.
- ✔ 'Scan-to-disk' option in Jpeg or IFF.
- ✔ Unique calibration program which automatically compensates for scanner and printer deficiencies allowing photo-realistic output on any high resolution, Turboprint or StudioII supported, colour printer.
- ✔ Interpolated resolutions to 9600x9600 dpi.
- ✔ Colour photocopy option when used with a one-pass colour scanner
- ✔ Supports Epson, HP, Umax, and some Mustek & Artek SCSI scanners & Epson parallel scanners.
- ✔ Compatible with all modern SCSI controllers including PPC, Blizzard & Classic Squirrel (but not Surf-Squirrel).

CamControl Amiga Digital Camera Software - now just £29.95



- ✔ Serial connection versions available for most popular models of Kodak, Minolta, Olympus, Casio & Fuji digital cameras
- ✔ Picture transfer, camera control & slideshow options (camera dependent)
- ✔ Stand-alone use or integrates with your Art package (AdPro, ArtEffect, PPaint, Photogenics, ImageFX, XL Paint, Pagestream 3, DPaint 5) via AREXX
- ✔ Selectable serial device for use with high-speed interfaces like the PortJnr or IOBlix1200S
- ✔ 20% off the price of the the PortPlus & IOBlix1200S when purchased with CamControl software.

EZIDE - IDE/ATAPI enhancement software

Probably the only hard drive/CDROM/LS120/Zip/SyQuest software you'll ever need

- ✔ Supports LS120, Zip, Jaz, SyQuest, and other IDE/ATAPI removable cartridge drives AUTOMATICALLY. Cartridges just appear on the Workbench when inserted and disappear when ejected - just like a floppy disk. IDE ZipPrep tools are also included.
- ✔ Optimises hard disk performance automatically. Supports 'second channel' hard drives on most 4-device buffered interfaces.
- ✔ Extensive CDROM support including multidisk changers, CD32 emulation, high performance Mac, PC & Amiga CDROM filesystems, multisession and multivolume CDROM support.

EZ-IDE Amiga IDE, ATAPI, CDROM & removable media driver s/w	£34.95
If bought with any EZCD, I/F, Zip or LS120 Drive	£9.95
Upgrade from Eyetech CDPlus/IDE Fix software*	£14.95

(*trade in & proof of purchase required)

Amiga Magic Upgrade Packs available in limited quantities

The ideal way to update your Commodore A1200:



- ♦ 3.1 Kickstart ROMs
- ♦ Photogenics 1.2SE
- ♦ 3.1 Workbench (6 disks)
- ♦ Personal Paint 6.4
- ♦ Wordworth 4.5 SE
- ♦ Organiser 1.1
- ♦ Turbocalc 3.5
- ♦ Pinball Mania & Whizz
- ♦ Datastore 1.1
- ♦ Workbench 3.1 manuals
- ♦ Magic Pack application software manuals . . . . .

. . . . all for just **£49.95!!**

EYETECH GROUP LTD

The Old Bank, 12 West Green, Stokesley, North Yorkshire TS9 5BB, UK

Tel: 07000 4 AMIGA ~ 07000 4 26442 ~ +44(0)1642 713 185 Fax: 44(0)1642 713 634

Net: sales, info @eyetech.co.uk. www.eyetech.co.uk.

UK Bank/BS Cheques, Visa*, MasterCard*, Switch, Delta, Connect, Solo, Electron. Postal/Money orders accepted. (*A 3% charge applies to all credit card orders). Due to space limitations some of the specs given are indicative only - please ring/write for further details. Please check prices, specification and availability before ordering. If ordering by post, please provide a daytime telephone number. **Goods are not supplied on a trial basis**. A1200 items are tested with a Rev 1.D.1 motherboard - other boards may need modification. E.&O.E. All prices include VAT at 17.5%. Non-EC orders are VAT-free.

UK Next Day Insured Delivery Charges: Software/Cables, EZCD I/F = £3.00 2.5" Drives, Accelerators, Manuals = £7.00, 3.5" Drives, FDDs, PSUs, SX32 = £9.00, CDPlus, Minitower, Desktop = £11.00, EZTW & EZPC = £15.00. Worldwide in 2-7 days from receipt of faxed order & payment details.

EYETECH

Due to variations in exchange rates the prices of some products may change - up or down - from the prices shown. Please ring or check our website [www.eyetech.co.uk/MAIN/APRICE.HTM] for the latest prices before ordering.

EYETECH AMIGA PARTS & PRICE INDEX FEBRUARY 1999 TEL: +44 (0)1642-713-185 - 07000 4 AMIGA

PRODUCTS MARKED IN RED ARE SPECIAL VALUE ITEMS

Interfaces and Adapters: EZ-Key & DIY Tower Components

ADPT-EZK2	Mk 2 Amiga/PC k/b -> A1200 kbd direct connect	28.95
ADPT-EZK2-A4K	A1200 EZKey MK2/6p -> 5p adptr/A4000 kbd bdle	58.95
ADPT-EZK2-W95	Mk2 Amiga/PC k/b->A1200 rib cab+Win95 kbd	38.95
ADPT-EZSE-A	EZKey-SE Amiga 5p DIN k/b adapter for A1200/A600	18.95
ADPT-EZSE-A/K	EZKey-SE Amiga + 6p->5p adptr + A4000 kbd bundle	38.95
ADPT-EZKSE-P	EZKey-SE PC 5p DIN k/b adapter for A1200/A600	24.95
ADPT-EZKSE-P/K	EZKey-SE PC k/b adapter for A1200/A600 + Win95 kbd	34.95
ADPT-HD-2/3	2.5"/44way -> 3.5"/40w+4w & mtg bracket	11.95
ADPT-HD-3/5	3.5" Zip/SyQuest/FDD/HD brkt/pl ->5" bay	5.95
ADPT-KBD-5P6P	Amiga/PC k/b adapter 5p din-F ->6p m/d-M	5.95
ADPT-KBD-6P5P	Amiga/PC kbd adapter 6p mindin-F ->5pd-M	5.95
CAB-KBD-MF	5p DIN M - 5p DIN F k/b ex cable 1.2m	7.95
ADPT-DF0-FP	Tower faceplate adapter for A1200 int FD	4.95

Interfaces and Adapters: A1200 Ethernet, SCSI

ADPT-PCM-ETH-C	PCMCIA ethernet card with Amiga/PC drivers	79.95
ADPT-PCM-ETH-H	Hydra PCMCIA ethernet card with Amiga drvrs	129.95
CAB-UPT-X60C	Crossed twisted pair/RJ45 for Sisys 60cm	6.95
ADPT-SCS-CSQR	Classic Squirrel PCMCIA SCSI i/f 50pCM	59.95

I/F & Adapters: Flickerfixers, Genlocks, Video Digitisers VGA Adapters, Monitor Leads

ADPT-VGA-BV8M	BVision 8MB gfx card for A1200 (needs PPC)	159.95
ADPT-VGA-BMON	Auto Amiga/BVision m/sync monitor switch	39.95
ADPT-VGA-SMON	Remote monitor switch for SD/FF & high res Gfx card	39.95
ADPT-VGA-AMON	Auto Amiga/CV64-3D m/sync monitor switch	39.95
ADPT-VGA-M2SD	EZ-VGA-Mk2 external s/doubler PLL u/gradable	69.95
ADPT-VGA-PLFF	EZ-VGA-Plus external flickerfixer 23F-15F PLL	99.95
ADPT-VGA-SDUG	SDBL2 to SD-flickerfixer u/g	40.00
ADPT-VGA-INSD	EZ-VGA internal A1200 s/doubler non-upgrad'le	48.95
ADPT-VGA-INFF	EZ-VGA- internal A1200 flickerfixer	78.95
ADPT-VGA-SEFF	EZ-VGA-SE flickerfixer 23F-15M Xtal	89.95
ADPT-VGA-15M9F	Adapter from 15p HD-M VGA to 9pD-F	9.95
ADPT-VGA-9M15F	Monitor adapter 9p D-F to 15p HD-M	9.95
ADPT-VGA-15M23M	VGA 15pHD-M -> 23pD-M Amiga RGB adapter	14.95
ADPT-VGA-UNBF	Amiga 23pD-F ->15pHD-F VGA adapter	12.95
ADPT-VGA-BUF	Amiga 23pD-F ->15pHD-F buffered adapter	16.95
ADPT-PGB-24RT	ProGrab 24-RT Amiga parallel port video digitiser & psu	119.95
ADPT-GLK-COMP	EZ-Gen composite video Genlock for A1200	99.95

Interfaces and Adapters: A1200 Sound cards & software

INT-AUD-PL12	Prelude1200 16-bit full duplex sound card - clock port	149.95
INT-AUD-PL12-SP	Prelude1200 16-bit full duplex sound card - to 31/01/99	129.95
INT-AUD-PLZ2	PreludeZorroII 16-bit full duplex sound card	189.95

I/F & Adapters - IDE/ATAPI & software

INT-IDE-FLYR	Elbox 4-dev high perf buf'd A1200 IDE i/f with spacers	59.95
INT-IDE-XPRS	IDE-Express 4-dev high performance buf'd A1200 i/f	49.95
ADPT-FLR-SPC	ROM spacers for Elbox IDE-Flyer purchased elsewhere	8.95
INT-12I-EZCD4	Mk4 4-dev buf IDE i/f w/AIPU w/A1200 CDROM s/w	28.95
INT-12I-EZCD4/C	Mk4 4-dev buf IDE i/f w/3x40, 2x44 13cm cabs, CD s/w	38.95
INT-12I-EZCD4/CE	Mk4 4-dev buf IDE i/f w/3x40, 2x44 cabs, EZIDE	48.95
INT-12I-EZCDSE	Economy 4-dev buf IDE i/f w/A1200 CDROM s/w	18.95
INT-12I-EZCDSE/C	Econ 4-dev buf IDE i/f w/3x40, 2x44 13cm cabs, CD s/w	28.95
INT-12I-EZCDSE/CE	Econ 4-dev buf IDE i/f w/3x40, 2x44cabs, EZIDE	38.95
INT-4KI-CD4	4-device EIDE i/f for A4000 w/CDROM s/w	18.95
DVR-EZIDE	EIDE/ATAPI HD/CDROM/ZIP/LS120/SyQst drvr	34.95
DVR-EZIDE-CU	P/x upgrade to EZIDE from competitive product	14.95
DVR-EZIDE-SP	EIDE/ATAPI enhancer/CDROM Software Bundle Price	9.95

I/F & Adapters - Serial, Parallel, Floppy & Clock port expanders

INT-SER-PTJR	PortJunior - 460KB serial i/f for A1200	39.95
INT-IOBL-S12	IOBlix 12S - 1.5Mbps serial i/f for A1200	49.95
INT-IOBL-P12	IOBlix 12P - EPP parallel port i/f for A1200	49.95
INT-SER-PTPL	PortPlus - 2x 460KB ser + 1x 800KB par i/f for A1200	79.95
INT-IOBL-Z2	IOBlix Z2 - 4x1.5Mbpsser + 1x EPP par port ZorroII	89.95
INT-IOBL-Z2PX	1x EPP par port expan for INT-IOBL-Z2 (to 4xs+2xP)	19.95
INT-CLK-EXP	ClockUp 4-way clock port expander for A1200	19.95
INT-FDD-DF0	Interface for std Sony FDD for DF0 880KB	9.95

Cables & Cable Adapters: Audio & Mains

CAB-AUD-CD	CDROM invt'd T audio cab .6m + 2xRCA plg	9.95
CAB-AUD-MIX	RCA(phono)-M -> RCA-M+RCA-F 'Y' mixer lead 1.8m	6.95
CAB-AUD-2M2M	RCA(phono)-2xM -> RCA2xM stereo lead 1.8m	4.95
CAB-AUD-MJ/PH	3.5mm st minijack->2xphono-M plugs 1.2m	5.95
ADPT-AUD-RCA	RCA(phono)-M -> 2xRCA-F adapter 'Y' mixer	2.50
ADPT-AUD-RCA-G	RCA(phono)-M ->2xRCA-F gold plated adapt 'Y' mixer	3.50
CAB-IEC-1.5M	AC power cable 13A plug -> IEC skt 1.5m	2.95
CAB-IEC-4X13	AC powerstrip 1xIEC-M -> 4x13A-F mains skt	19.95
PLUG-IEC	Rewirable IEC monitor plg for PSUs/MT/DT	4.95

Cables & Cable Adapters: Serial, Modem, SCSI, Printer

CAB-SER-EX2M	DB25-M -> DB25-F RS232 extn cab 2m	7.95
CAB-SER-EX50C	DB25-M -> DB25-F RS232 extn cab 0.5m	6.95
CAB-SER-NUL2M	Null modem cable w/ D9F & D25F at each end 2m	9.95
CAB-SER-NUL5M	Null modem cable w/ D9F & D25F at each end 5m	14.95
CAB-SER-NUL10M	Null modem cable w/ D9F & D25F at each end 10m	19.95
ADPT-SER-25F9M	25p-F to 9pM serial RS232 adapter	4.95
ADPT-SER-25M9F	25p-M to 9pF serial RS232 adapter	4.95
ADPT-SCS-50/50CF	Centronics 50p-F to Centronics 50p-F (for Squirrel)	14.95
CAB-SCS-25D/50C	SCSI cable DB25-M -> Cent50-M 1m	9.95
CAB-SCS-25D/25D	SCSI cable DB25M-DB25M mac type 1m	9.95
CAB-SCS-50C/50C	SCSI cable Centr50M->Centr50M 1m	9.95
CAB-SCS-50H/50C	SCSI-2 cable 50h/pDM->Centr50M 1m for PPC	19.95
CAB-SCS-50H/25D	SCSI-2 cable 50h/pDM->25D-M 1m for PPC	19.95
CAB-PAR-FULL	Bidirectional printer cable all pins connected	9.95

Cables & Cable Adapters: VGA, Keyboard, Switchboxes, Cables, Scart Cables (See also BMON, SMON autoswitches above)

ADPT-SW-S/K	Dual monitor & k/b switchbox	19.95
ADPT-SW-S/K/M	Dual monitor, k/b & mouse switchbox	24.95
CAB-KBD-MM	5p DIN M - 5p DIN M k/b cable 1.2m	7.95
CAB-VGA-MF	15p DM-HD - 15p DF-HD VGA ext cable 2m	9.95
CAB-VGA-MM	15p DM-HD - 15p DM-HD VGA cable 2m	9.95
ADPT-SCAR-CMP	Amiga comp video (RCA)+2xAudio to SCART	12.95
ADPT-SCAR-RGB	Amiga 23p+2xRCA to RGB TV SCART + audio	12.95

Cables: HD, CDROM, Floppy, Clock Port Data & A1200 HD Power

CAB-PD-40F44F	2.5" (44F) to 3.5" (40F) data cab adapt for A1200 30cm	9.95
CAB-PD-2F	Power splitter floppy drive to hard drive + floppy	9.95
CAB-PD-30C	44->40way 3.5" HD data & pwr cabs - A1200	14.95
CAB-HD-KIT	A1200 full 3.5" hard drive fitting kit	24.95
CAB22-2W-9C	22way-F x2 A1200 clock port cable 9cm o/a	5.00
CAB34-2W-50C	34way-F x2 FDD ribbon cable for tower 50cm	9.95
CAB40-2W-20C	40 way IDE cable 2 connector 20cm	5.00
CAB40-3W-1M	40Way IDE/HD/CD cable 3 connector 1m o/a len	9.95
CAB40-3W-60C	40w-F x3 HD/CD/IDE cable 20+40=60cm o/a	9.95
CAB40-CUST	Custom cable 3x40way IDE up to 1.5m	19.95
CAB44-2W-13C	44way (2.5" HD) cable 2 connector, 13cm o/a	9.95
CAB44-2W-60C	44way (2.5" HD) cable 2 connector, 60cm o/a	19.95
CAB44-3W-12C	44way (2.5" HD) cable 3 connector, 12cm o/a	12.95
CAB44-3W-24C	44way (2.5" HD) 7+17cm,3 connector,24cm o/a	14.95
CAB50-CUST	Custom cable 3x50way IDC SCSI + 1xCent50-F 60cm	19.95

Cables: HD, CDROM, Floppy Power Splitters - Tower Systems

CABPW-1W-1F	Power converter cab HD-M -> FD-F	4.95
CABPW-2W-1H1F	HD/FD power splitter HD-M->1xHD-F/1xFD-F	6.95
CABPW-2W-2F	FDD power splitter 4pM->2xFD-F	6.95
CABPW-2W-2H	HD/CD power splitter 4p-M ->2x 4p-F 15cm	6.95
CABPW-3W-2H1F	HD/FD power splitter HD-M->2xHD-F/1xFD-F	8.95
CABPW-3W-3H	HD power splitter HD-M -> 3xHD-F	8.95
CAB-HD-PWXTN	4p-M -> 4p-F HD/CD power cab ext 90cm	9.95
CAB-HD-FD/4	23p-M-floppy -> 4p-F HD/CD power 90cm	9.95

New - ISDN Term Adapters, 56k Modems & Net Access Bundles

NET-ISP	One time setup/support/unlimited usage/no ongoing net access charge (0845 call charges only) with 25MB web space, 10 email addresses, 90 days free net support.	49.95
NET-EYE-1	128Kbps ISDN T/A + NET-ISP as above	199.95
NET-EYE-2	128K ISDN T/A, PortJnr i/f + NET-ISP as above	229.95
NET-EYE-3	128K ISDN T/A, web, email, TCP/IP s/w + NET-ISP	249.95
NET-EYE-4	128K ISDN T/A, PtJn, web, email, TCP/IP s/w + NET-ISP	269.95
NET-EYE-5	56Kb fax/voice modem + NET-ISP as above	129.95
NET-EYE-6	56Kb fax/voice modem,PortJnr i/f + NET-ISP as above	149.95
NET-EYE-7	56Kb fax/voice mdm, web, email, TCP/IP s/w + NET-ISP	169.95
NET-EYE-8	56Kb fax/voice mdm, PtJn, web, email, TCP/IP + NET-ISP	189.95

CDROM Systems including EZ-Tower & MT/DT Bundles

CD-SE-24X	CDPlus-SE system 24 speed with CDROM s/w	79.95
CD-SE-32X	CDPlus-SE system 32 speed with CDROM s/w	89.95
CD-DT/MT-24X	CDPlus Desktop/Minitower 24 x with CDROM s/w	99.95
CD-DT/MT-32X	CDPlus Desktop/Minitower 32 x with CDROM s/w	109.95
ADPT-AUD-CDSE	CDPlus-SE A1200/CD audio mixr/adapter	19.95
CAB44-CD-13C	44way (2.5" HD) cable purch with CD/HD 13cm	6.00
CAB40-DDC	A1200 IDE skt adptr 40F-40M with mtgs 15cm	9.95
CD24-BARE	Bare 24 speed CDROM mechanism for twr/A4k	39.95
CD32-BARE	Bare 32 speed ATAPI CDROM mechanism for twr/A4k	44.95

CDWriter/ReWriter Systems inc. EZ-Tower & MT/DT Bundles

CDR-IN-2x8	EZWriter 2/8x with MakeCD for A4000,Tower	249.95
CDR-PL-2x8	EZWriter-Gold external 2/8x with MakeCD	299.95
CDR-SE-2x8	EZWriter-SE external 2/8x with MakeCD	269.95
CDR-DT/MT-2x8	EZWriter Desktop/Minitower 2/8 speed with MakeCD	299.95
CDR-BARE-2X8	EZWriter Mechanism (no MakeCD)	179.95
CDRW-IN-226	EZReWriter 2x2x6 w/MakeCD for A4k,Twr	279.95
CDRW-PL-226	EZReWriter-Gold external 2x2x6 w/MakeCD	339.95
CDRW-SE-226	EZReWriter-SE external 2x2x6 w/MakeCD	299.95
CDRW-BARE-226	EZReWriter Mechanism (no MakeCD)	199.95
CDR-CDSE-UG	EZCD-SE+40+44way cabs + CDROMs/w w/CDR	20.00
CDR-CDM4-UG	EZCDMk4+40+44way cabs + EZIDE s/w w/CDR	30.00
CDR-CDFL-UG	IDE-Flyer high-speed IDE i/f, s/w, cabs purch w/CDR	50.00
CDR-CDXP-UG	IDE-Express high-speed IDE i/f, s/w, cabs pur w/CDR	45.00
CDR-DSK-10	Recordable CD media (WORM) 650MB x10	19.95
CDR-DSK-10-SP	Recordable CD media 650MBx10 pur w/EZWriter	10.00
CDRW-DSK	Single CDrewritable disk 650MB	9.95
CDRW-DSK-SP	Single CDrewritable disk 650MB pur w/EZReWriter	5.00
DVR-MCD-TAO-P	MakeCD TAO (P) Amiga CD rec s/w w/ATAPI	38.95

EZ-Tower Systems, MiniTower/Desktop Cases & Accessories

CASE-FT-DIY	EZ-Tower kit w/ bkpnl for self conversion	79.95
CASE-FT-DIY-PLUS	DIY EZTower, 250W PSU, EZKey, PC keyboard	99.95
CASE-FT-RTU	Ready-built A1200 Tower 250WPSU,LED adpt,FD cab	99.95
CASE-FT-RTU-PLUS	Ready-built A1200 EZTWR, EZKEY i/f, PC kbd	119.95
CASE-DT	Desktop case with 200W+ psu for HD/CDROM	29.95
CASE-MT	MiniTower case wth 200W+ psu for CD/HD	29.95
CASE-FT-A4KUG	EZ-Tower upgrade from PC to A4000 k/b (time of purch)	19.00
CASE-FT-EXKT	EZ-Tower conversion kit - No PC Tower	39.95
ADPT-AUD-EZTW	EZTwr audio mixer/adapter for A1200/CDROM	19.95
ADPT-SCSI-EZTW	EZTwr SCSI adpt 30cm 2xCent50F, 1xIDC50F	19.95
ADPT-PWR-PPC	2nd A1200 m/bd powerfeed adapter (if req'd) for PPC acc	19.95
CAB-SER-SSQ	9pDM->9pDF SurfSq EZTwr ser extn cab 50cm	9.95

SVGA Monitors - require Scandoubler and/or Flickerfix to use all Amiga modes

MON-14-.28	14" dig SVGA 0.28DP 1024x768@60Hz - 3yrO.S.	89.95
MON-15-.28	15" dig SVGA 0.28DP 1024x768@60Hz - 3yrO.S.	119.95
MON-17-.28	17" dig SVGA 0.28DP 1280x1024@60Hz - 3yrO.S.	229.95
MON-17-.26	17" mon 135MHz, 0.26DP 1600x1280@75Hz	399.95
ADPT-MON-SEFF	EZVGA-SE ext flickerfixer purch w/ monitor	85.00
ADPT-MON-M2SD	EZVGA-Mk2 ext s/dblr u/g'able purch w/ monitor	60.00
ADPT-MON-PLFF	EZVGA-Plus ext flickerfixer purch w/ monitor	90.00
ADPT-MON-INSD	EZ-VGA internal s/doubler purch w/ monitor	45.00
ADPT-MON-INFF	EZ-VGA internal f/fixer purch w/ monitor	75.00

Digital Cameras and Amiga Digital Camera Software

CAM-OLY-820L	Olympus, flash, LCD, 1024x800, smtcrd, Am s/w (lim stk)	399.95
DVR-CAM-CAS	CamControl s/w for Casio QV10/100/300/700	29.95
DVR-CAM-FUJ	CamControl s/w for Fuji DS5/DS7 /DX7/DX9	29.95
DVR-CAM-KOD	CamControl s/w for Kodak DC20/DC25	29.95
DVR-CAM-MIN	CamControl s/w for Minolta Dimage V	29.95
DVR-CAM-OLY	CamControl s/w for Olympus 420L/820L/1000L/1400L	29.95
INT-12I-PTJR-SP	PortJnr hi-speed ser i/f pur with CamControl s/w	30.00

Amiga Printer Software/Drivers

DVR-ENPR	EnPrint. Amiga printer driver for pre-03/97 Epson Printers	9.95
DVR-TBPR7	TurboPrint 7.x Amiga printer driver (English)	38.95
DVR-TBPR6	TurboPrint 6.x Amiga printer driver (English)	34.95
DVR-TB6/7-UG	TurboPrint 6.x to 7.x upgrade(English)	19.95

Amiga Image Conversion/Effects Software, Scanner Software, Scanner Bundles and Adapters

SCN-FBA4-BDL3	UMAX award-winning SCSI A4FB scanner with PScope	179.95
	---------- Free ArtEffect-SE v1.5 with above whilst stocks last ----------	
DVR-SQ4	ScanQuix4 + 1 driver (Epson/HP/Artec/Mustek/Umax)	59.95
DVR-SQ4-UG	ScanQuix3 to SQ4 upgrade (trade-in & receipt reqd)	29.95
DVR-PHS	PhotoScope UMAX-SCSI Amiga Scanner Driver	59.95
CAB-SCS-25D/50C-S	SCSI cable DB25-M -> Cent50-M 1m pur w/scnr	5.00
CAB-SCS-25D/25D-S	SCSI cable DB25M-DB25M mac type pur w/scnr	5.00
CAB-SCS-50C/50C-S	SCSI cable Centr50M->Centr50M 1m pur w/scnr	5.00
CAB-SCS-50H/50C-S	SCSI-2 cable 50h/pDM->Cent50M 1m for PPC pur w/scnr	10.00
CAB-SCS-50H/25D-S	SCSI-2 cable 50h/pDM->25D-M 1m for PPC pur w/scnr	10.00
ADPT-SCS-CSQR-SP	Classic Squirrel PCMCIA SCSI i/f 50pCM pur w/scnr	54.95
ADPT-SCS-50/50CF-SP	Centronics 50p-F to Centronics 50p-F (SQ) pur w/scnr	7.50
ADPT-SQ3-PAR	SQ3 adapter Epson scanner ->parallel port cable	9.95
CAB-PAR-FULL	Bidirectional printer cable all pins connected	9.95

Hard & Floppy Drive, CDROM, LS120 & Zip Mech. & Cases

FDD-ITL-1200	Replacement A1200/600 int FDD 880KB	24.95
FDD-ITL-BARE	Bare 1.44/880 Sony FDD for tower (needs i/f)	19.95
FDD-ITL-D/C/I	Twr int 880Kb FDD(Sony/EZDF0/cab bundle)	29.95
FDD-ITL-D/I	Twr intl 880Kb FDD (Sony/EZDF0) No cable	24.95
HD2-21	21MB 2.5" hard drive 90 days warranty	29.95
HD2-170	170MB 2.5" hard drive	59.95
HD2-260	260MB 2.5" hard drive	64.95
HD2-720	720MB 2.5" hard drive	99.95
HD2-1.4	1.4GB 2.5" hard drive for Amiga	129.95
HD2-1.8	1.8GB 2.5" Hard Drive	149.95
HD3-2.1	2.11GB 1"x3.5" IDE drive for tower	89.95
HD3-3.2	3.2GB 1"x3.5" IDE drive for tower	109.95
HD3-4.3	4.3GB 1"x3.5" IDE drive for tower	129.95
HD3-LS120	Panasonic LS120 floppy/optical 1.4/120MB	79.95
HD3-LS120-CT1	Single 120 MB cartridge for LS120 drive	14.95
HD3-LS120-CT3	3-pack of 120MB (nominal) LS120 carts	29.95
HD3-ZIP-CT1	Single 100MB (nominal) Zip cartridge	14.95
HD3-ZIP-CT3	3-Pack of 100MB (nominal) Zip cartridges	29.95
HD3-ZIP-IDE	Bare ATAPI/IDE Zip drive internal	79.95
CAB44-CD-13C	44way (2.5" HD) cable sold with CD/HD 13cm	6.00
CASE-ZIP	Metal slim case-FDD/IDEZip/SyQuest/LS120	9.95
CASE-HD-ECON	External 3.5" HD case no psu	19.95
CASE-HD-REM	Removable drive case for 3.5" HD (metal)	24.95

Keyboards, Mice, Trackballs, PSU's, Misc. Hardware & Software

FAN-60MM	Cooling fan for A1200 60x60x25mm 5/12v	14.95
KBD-A1000	A1000 keyboard with 6-pin mini-Din cntr*	39.95
KBD-A1200	Replacement A1200 k/b w/ribbon cable*	24.95
KBD-A4000	A4000 keyboard with 6-pin mini-DIN plug*	34.95
KBD-WIN95	Windows 95 keyboard with 5-pin AT DIN plug*	19.95
MOU-WHI	Amiga mouse - white/cream -with mousemat*	6.95
TKB-AM	Amiga trackball 3-button replaces std mouse*	14.95
PSU-100	100w PSU for Amiga (fit your old lead - inc instrns,cntrs)	29.95
PSU-200	200w PSU for Amiga (fit your old lead - inc instrns,cntrs)	39.95
PSU-230	230/250w replacement PSU for MT/DT/FT	29.95
PSU-A1200	A1200 23W PSU (original) 90 days warranty	19.95
SPK-16W	16W PMPO speakers w/ PSU 3.5mm jack	10.95
SPK-60W-INT	5.25" Bay Internal mounting 60W PMPO speakers/amp	24.95

(* NB items subject to mechanical wear & tear are limited to 90 days warranty on those components)

Accelerators: PowerPC with 680x0 Co-processor

ADPT-VGA-BV8M-SP	BVision 8MB A1200 gfx card pur w/ PPC acc	139.95
ADPT-VGA-BMON	Auto Amiga/BVision m/sync monitor switch	39.95
ACC-PPC-16-4025	Bliz'd PPC603/160MHz+040/25/FPU/ no SCSI	199.95
ACC-PPC-16-6050	Bliz'd PPC603/160MHz+060/50/FPU no SCSI	479.95
ACC-PPC-24-4025	Bliz'd PPC603/240MHz+040/25/FPU no SCSI	319.95
ACC-PPC-24-6050	Bliz'd PPC603/240MHz+060/50/FPU no SCSI	549.95
ACC-PPC-16S-4025	Bliz'd PPC603/160MHz+040/25/FPU/SCSI-2	268.95
ACC-PPC-16S-6050	Bliz'd PPC603/160MHz+060/50/FPU/SCSI-2	548.95
ACC-PPC-24S-4025	Bliz'd PPC603/240MHz+040/25/FPU/SCSI-2	388.95
ACC-PPC-24S-6050	Bliz'rd PPC603/240MHz+060/50/FPU/SCSI-2	618.95
ADPT-PWR-PPC	2nd A1200 m/bd powerfeed adapter (if req'd) for PPC acc	19.95

Accelerators: Apollo 680xx

ACC-060-66	Apollo '060 MMU/FPU 66MHz A1200 acc (lim avail)	367.95
ACC-060-50	Apollo '060 MMU/FPU 50MHz A1200 acc (lim avail)	287.95
ACC-040-40	Apollo '040 MMU/FPU 40MHz A1200 accel	187.95
ACC-040-40-SE	Apollo '040 MMU/FPU 40MHz A1200 accel (20% o/c)	167.95
ACC-040-25	Apollo '040 MMU/FPU 25MHz A1200 accel	127.95
ACC-30EC-33+4	Apollo '030EC/33MHz/FPU(no MMU) +4 MB	54.95
ACC-30EC-33+8	Apollo '030EC/33MHz/FPU(no MMU) +8 MB	67.45
ACC-30LC-33+4	Apollo '030/33MHz/MMU/FPU+ 4MB (8 MB max)	59.95
ACC-30LC-33+8	Apollo '030/33MHz/MMU/FPU+ 8MB (8 MB max)	67.45
ACC-4/60-SSKT	Apollo 1240/60 2nd simm socket & fitting	20.00

Memory: Simms, Zip RAM & FPU's

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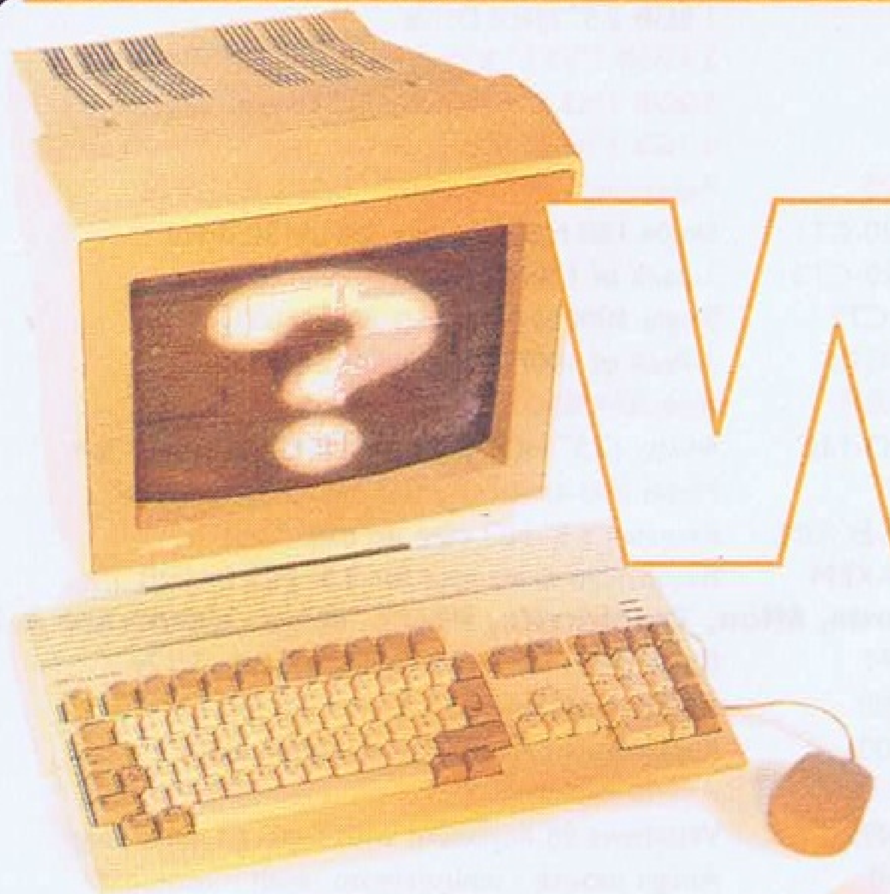
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MISSING TIME

I'm at a loss as to why my Amiga won't save the date and time. I own an Amiga 4000/EC '030, fitted with a SCSI CD-ROM, controlled by an Octagon board. I've renewed the rechargeable battery with a NiMH Varta batter from Maplins, who state that they're a suitable replacement for NiCad batteries in most cases, without any change.

When I open the preference time window, the date is set at May 1978 and the save box is hatched out. If I set the correct date and time and click on the Use box, everything works fine until I switch the computer off. The Amiga works in every other respect but it's annoying to have to set the date and time every time I switch it on.

A. Baggaley
Morpeth

Yes, on the surface you've done the right thing. The Amiga 4000 uses a small battery to keep the chip which stores the time up to date and it's this which is forgetting the time. I can only conclude that either the properties of the replacement NiMH cell aren't exactly the same as the original or that the clock circuitry has become damaged in some way.

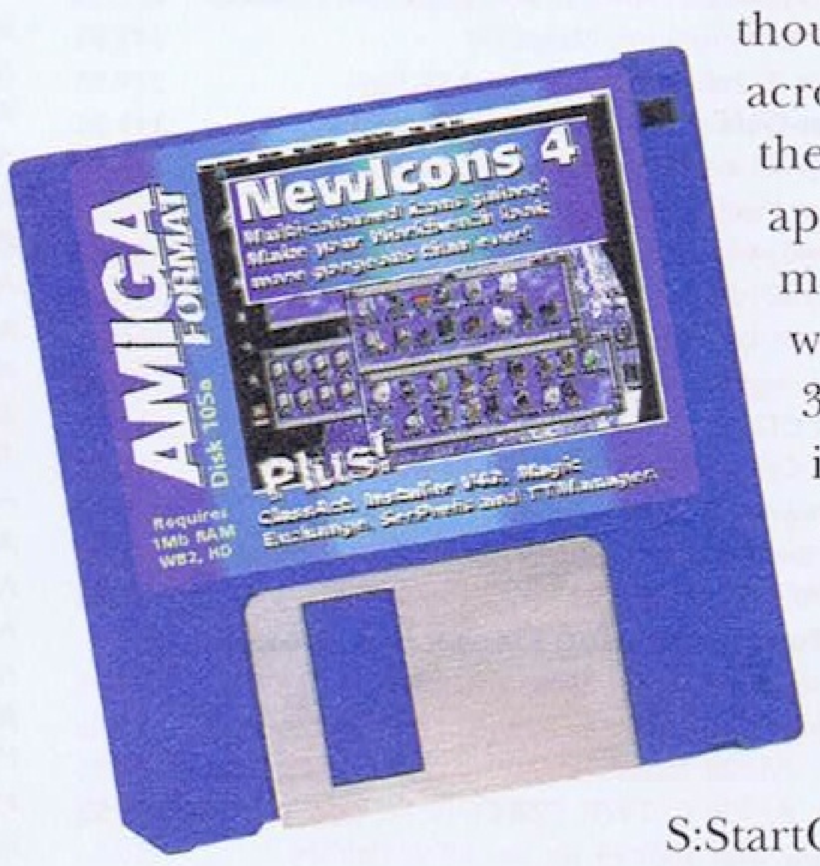
ICONS, KEYS AND FPUS

I have a CD32/SX32-Pro50 68882 FPU, home-converted PC 230W power supply (thanks for the advice in avoiding a potentially damaging wiring problem, Eyetech! A1200 and CD32 power connections are different) and a Windows95 keyboard. So here we go:

1 Why can't I get a Windows keymap that recognises the Windows keys as Amiga keys or the silly menu key to launch *Magic Menu*? Windows keyboards are common as muck so surely someone must have done a keymap. I've tried two and they just don't seem to work.

I'd like to use the print screen key to launch Graphic Dump or simply to send to printer but can't. It's a pain having keys that don't work.

2 The rows over *NewIcons/Magic Workbench* have never bothered me as I've always used the graphically nicer *Iconographics* system. Recently, however, I decided to use the *Deficons* patch and now, finally the full *NewIcons* set (downloaded from your coverdisk). The problem is that all the default tools in *Deficons* are set to your coverdisk preferences and I've had to reset most of them. Quite a few still don't work, though. *LhA* always comes across a Rexx problem and the CDDA icon never appears when I insert a music disk. Is there a quick way to set them up for WB 3? I have WB 3.1, although it's not the version currently being released on the A1200s. The default tool for the CDDA icon on the coverdisk is S:StartCDDA but I can't find it in the S: drawer. Is this a mistake? Also, whenever I load a PC disk I don't get the lovely MS-DOS *Deficon*, just the old black and white Commodore one.



It's probably a good idea to install *NewIcons* using the installer script which is provided.

3 *Iconographics* has a lot of extra drawers that you can use as well as drawers and dock icons for specific programs. Is there anywhere that more *NewIcons* can be found? For instance, there isn't a specific drawer for the main Workbench drawers, such as Libs, L, *Temp*, *S*, *C* and programs such as *MUI*, *DOpus* and *Executive*.

4 I have 8Mb of fast RAM at the moment and came across lack of memory problems in *Personal Paint* so I bought a 16Mb SIMM chip from a PC store. It's an EDO type but it's supposed to be okay according to the SX32 manual from Eyetech.

The problem is that it's simply not recognised by my Miggy. Could this be a fault in the SIMM chip or is there a particular type of SIMM for Amigas?

5 Has anyone ever released a list of FPU-specific files for Workbench? I imagine that most of the content of Workbench is for non-FPU machines. If you fit an FPU chip, what should you change or remove to optimise your system? Some of the libraries must be changed, I would imagine. A list of 'get rid of' and 'add these' would be great, but who does one?

6 Has anyone else got a CD32/SX32 and encountered problems with it? Some CD32 games load as normal if you

AMIGA GOD

Having followed the home computer scene since the age of 14 (I'm now 23) after having a Spectrum 48K, I now have an Atari 520 STFM (my first computer) and my beloved Amiga 1200. I rarely use my ST so the point is that I have a good-quality monitor, the colour Atari SC1224, lying around without been used.

I tried to connect the ports of the Atari plug pin to pin (it's a circular one, thanks to the Atari-only connector) to the Amiga 23-pin port. The result was that when I turned on my Amiga the power light wasn't a green colour and it remained asleep. There was also a whistling from the inside of my Amiga while the monitor was turned on.

I turned off the Amiga and connected it with the TV I have, via the RF. Both Amiga and the SC1224 work fine individually but they're not going to fall in love until the God that is called *Amiga Format*, or a user, gives me a helping hand.

Also, I'm considering buying the Viper MK2 with 68030/40MHz and 32Mb of memory. It would give me lots more memory, but would I need this much? I have a 250Mb HD and a Hitachi 2x CD-ROM in my A1200, both sharing the IDE port. Will the Viper MK2 co-operate with them or will it give me any problems?

Finally, you have a great magazine and you're keeping the Amiga family united. The Amiga isn't going to reach the top again – it's already at the top. Thanks again for your time.

P.V. Vlahostamatis, Greece

There are video standards and there are video standards, and sadly they're often different. I'm afraid I don't have the specifications of the Atari colour monitor to hand, but just because you've made all the connections doesn't mean it's going to work. For example, the Atari monitor could operate at a similar frequency to that used by PCs and SVGA monitors. If you still have your Amiga operating in PAL mode, the display just won't co-operate. Try again, but this time use the dblPAL screen mode or a Multisync screen mode.

Yes, you should be able to use the 32Mb SIMM with the Viper card and have all that memory available to you. 32Mb is larger than my first hard drive, by the way. What do Amiga users do with all that memory at their disposal? Answers on a postcard to the usual address, please.

The Viper shouldn't interfere with your hard and CD-ROM drives – in fact, the only side effect should be that they'll run faster. A word of caution though: keep an eye on the power supply to make sure it isn't showing signs of overheating.

DUFF DRIVE

I have a problem with my Amiga and I'm not sure if it's serious. I own an A1200 with a SCSI hard drive (installed by the manufacturer), a SCSI CD-ROM, GVP board with FPU, '030 processor and 6Mb of RAM in total. When I boot up my Amiga, the message "Error validation Workbench Block 7098 bad header type" appears. After about 20 seconds everything boots up as normal. The hard drive is a little slower and everything works, except I can't delete or save anything to my Workbench partition as I'm informed that the "Drive is not validated". All programs seem to work.

I tried to locate any possible bad blocks with the *HDToolbox*, but when I used the *Verify Data* program to do this, it found nothing. Will I have to reformat my hard drive or is there an easier way to solve the problem?

Laura Mitchell
Stafford

Your Workbench partition is corrupt in some way and the Amiga is spotting this and trying to fix it for you. To make sure you can't make things worse, it stops you from writing to it. The Amiga can often fix the drive and after a while you'll see it return to normal. Sometimes, however, the errors are too much and the Amiga can't do anything about them. In these cases, the best thing you can do is copy all the files from the Workbench partition to another location, re-format the drive and copy everything back.

start the machine with the disk inserted but some, like *Cannon Fodder*, just hang up. I hope you can help because, as the saying goes, I've no one else to turn to.

Richard
via email

1 The problem with keymaps is that it isn't purely a software problem. As you might remember from previous issues, a PIC chip is often used to translate between the PC keyboard and the Amiga. It's here where the hard work is done in intercepting the key-values and translating them. This process can only create key values of real Amiga keys so that makes it a little tricky to wire up Print Screen, *for example, in order to launch a particular application.*

2 It might be worth scrapping your existing configuration and re-installing NewIcons. *The icons for new devices, such as your CD audio icon, might have to be set up manually.*

3 The Internet is the best source for icons, although consider your request passed on to the AF *Coverdisk assimilation team – maybe they can gather some together for you and put them on a forthcoming disk.*

4 I must admit to not having had a great deal of joy using EDO SIMMs in my Amiga. You'll need to confirm if your SIMM is parity or non-parity and double-check that your SX32 is compatible. There are advantages to buying peripherals from Amiga dealers.

5 I can't think of many parts of Workbench which would benefit from being recompiled to make use of an FPU. Remember that the FPU is purely for floating point mathematical operations and that these aren't needed for general window-dragging and so on.

The Amiga does have suitable FPU mathematical libraries already present for programs which want to make use of them.

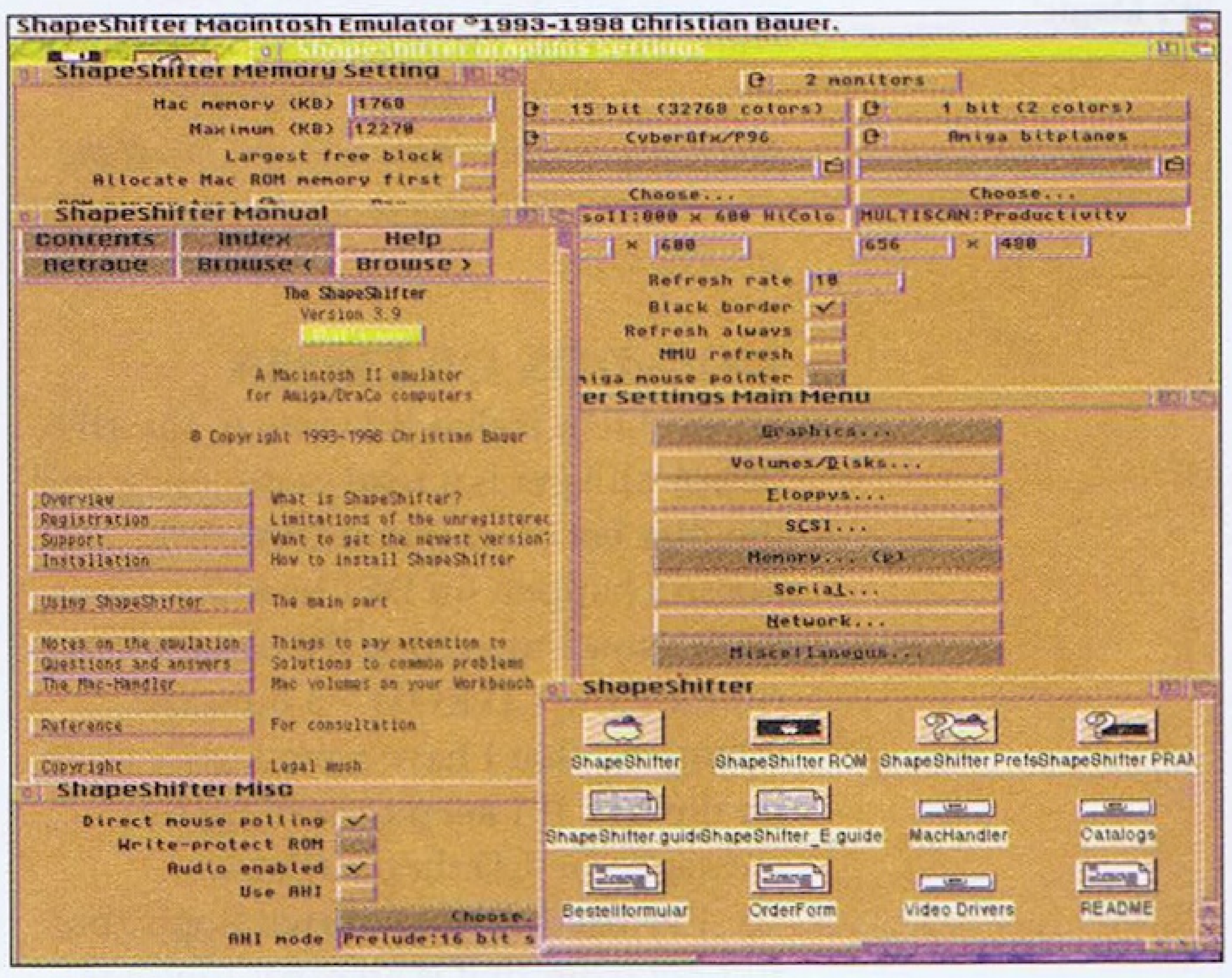
6 Yes, other people do have CD^{32}/SX32 combinations and yes, I'm sure some have problems. Remember, the CD^{32} isn't an exact copy of the A1200 and so there are bound to be the occasional discrepancies showing up from time to time.

BOOT PROBLEMS

My problem is with the Early Startup/Boot Menu. The computer sometimes ignores the settings (e.g. boots in PAL with NTSC selected) and sometimes even crashes on the boot menu. To be more specific, when I turn the computer on and immediately access the boot menu (from cold), it always works properly, but access after a warm reset always brings problems.

The first time I access it after a reset, the computer completely ignores the settings. If I then reset again and get the boot menu up, I can make changes to the settings as normal. However, when I click either of the BOOT buttons at the bottom (Boot or Boot With No Startup-Sequence), it just seizes up completely and forces me to reset yet again.

After it has crashed/seized up in this way, a reset followed by immediate access of the boot menu allows me to make the settings as normal and it works as normal, with no ignoring or crashing. However, if I then access the menu again on the next reset, or wait until the



Is a Mac emulator interfering with your Early Boot menu?

next reset anyway before accessing it (i.e. I don't access the menu immediately following a crash), the settings are ignored and the process begins again.

This cycle continues, as it does every single time I use the computer: works properly (from cold); ignore; crash; work; ignore; crash; work; and so on. This problem is driving me mad, not because the boot menu is screwing up (I can just access it from cold) so much as why it's screwing up.

I've tried disconnecting everything but the internal hard drive, in case of a power problem, but it was exactly the same. Would you please be able to enlighten me? I'm worried that it's a hardware fault (the ROM?) that has effects which could be echoed elsewhere in the system, or that it could cause more damage. I'd be grateful if you could help me find the cause of this.

Gareth Lewis
via email

This is weird, but I do have an idea: are you using a Mac emulator? Any program, such as the tools required to run a Mac emulator, which monkey around with the computer's memory mapping could potentially cause similar problems.

Continued overleaf ➡

Feedback

I was re-reading the last May issue and noted a point on the letter on Video Editing which deserves mention, regarding the IR capability. I've had a Sony camcorder for about six years and a Panasonic VHS recorder for nearly as long. When editing my tapes, I did it 'on the fly' with a controller in each hand and could get very reasonable results with practice.

However, sometimes getting a good joint between certain scenes needed several goes. A jog-shuttle on the recorder is important for video editing. About three to four years ago I bought a little-used Amiga for £130 and, as well as using Wordworth for word processing, I found the *DPaint* program very good for titling, pictures, etc.

The editing accuracy wasn't as good as I was used to with cine film, so I decided, after much agonising over the money, to go for the KRP. I paid about £120 for the controller a little over two years ago and it came with leads for the Sony (Lanc), Panasonic (5-pin) and an infra-red lead.

I can fully recommend the unit. With the KRP controller on the parallel port it's a doddle to do the editing, and you produce an EDL (Edit Decision List) which can be manipulated easily, plus the controller does all the hard work. Although you only have nominally one second accuracy on the Standard-8, I found that most of my scene joins could be made within a few frames' accuracy and now that I've upgraded to a Hi-8 camcorder this year, I can make joints to one frame accuracy with the KRP.

I originally worked with an old portable TV but now I have a 22-inch TV that came at a bargain price. The finished work will be seen on TV anyway, so what's the point of an expensive monitor?

The KRP is worth every penny. It has some other features and does the job that on the PC you'd need to pay at least twice as much for. So, for less than £300 I've got a really good editing, titling, painting system, etc, not to mention the WP which has seen a lot of use.

Altogether, it's one of the best buys I've made. If anyone is interested in the video aspects of the Amiga, my phone number is 01244 677288.

G. P. Shepherd
Chester

QUICKTIME

I have a *QuickTime* movie I'd like to play on my Amiga. I don't have any of your old CDs. I have an A1200 EZ Tower with a 2.1Gb hard drive, 10Mb fast RAM and a 2x CD-ROM drive. I have *MAVI* but I think this needs other programs and a graphics card to run it. Is there another program that can run *QT* and needs nothing else?

Glyn Hewitt
Atherstone

Yes, there are a few. A graphics card helps as the animation display process favours "chunky" pixels. However, there are still some players on Aminet which will work on the standard Amiga graphics chipset. Look out for QT14 and Xanim8 which claim to replay QuickTime files.

Speaking of QuickTime, I was amused to see a player for the 3com PalmPilot handheld computer. Apparently it can display the mini-movies quicker than an Amiga!

⬅ *Likewise, if you're using any utilities which re-map the Amiga's ROM, this too could be the root of your misery. It's even possible that a piece of hardware which autoconfigures is failing on subsequent re-boots: maybe it's trying to allocate the same memory twice or something.*

Check your startup-sequence for third party hacks, try removing any accelerator cards and then try again.

MORE CHIPS!

I use my A1200 mostly for art and animation. Of course, 2Mb of RAM just isn't enough so I bought an Apollo 1240 40MHz with 32Mb of RAM from Power Computing.

Unfortunately, this extra RAM hasn't got rid of the 'Not enough memory' messages. This is because the 32Mb is being registered as fast memory, leaving only the original 2Mb for graphics memory.

I would be grateful if you could tell me how I can get the 32Mb to be recognised as graphics memory instead, if not 8Mb at least.

David Durand
Sligo

The simple answer is that you can't. The Amiga cannot have more than 2Mb of chip (also known as graphics) memory. This is a limitation of the custom hardware.

PC CD OK?

I've just purchased a PCX X86 emulator and I can't access my CD-ROM in DOS. I have a 2x speed CD-ROM unit from Compaq, using squirrelscsi.device. Could you let me know how I can get this working?

Paul Greatorex
Bridlington

You'll need to check if the PCX emulator comes with a suitable MS-DOS CD-ROM driver utility, probably MSCDEX *or similar. You then edit the AUTOEXEC.BAT and CONFIG.SYS files and enter references to the driver. It's a very awkward business and the exact approach depends on how the PCX emulator works.*

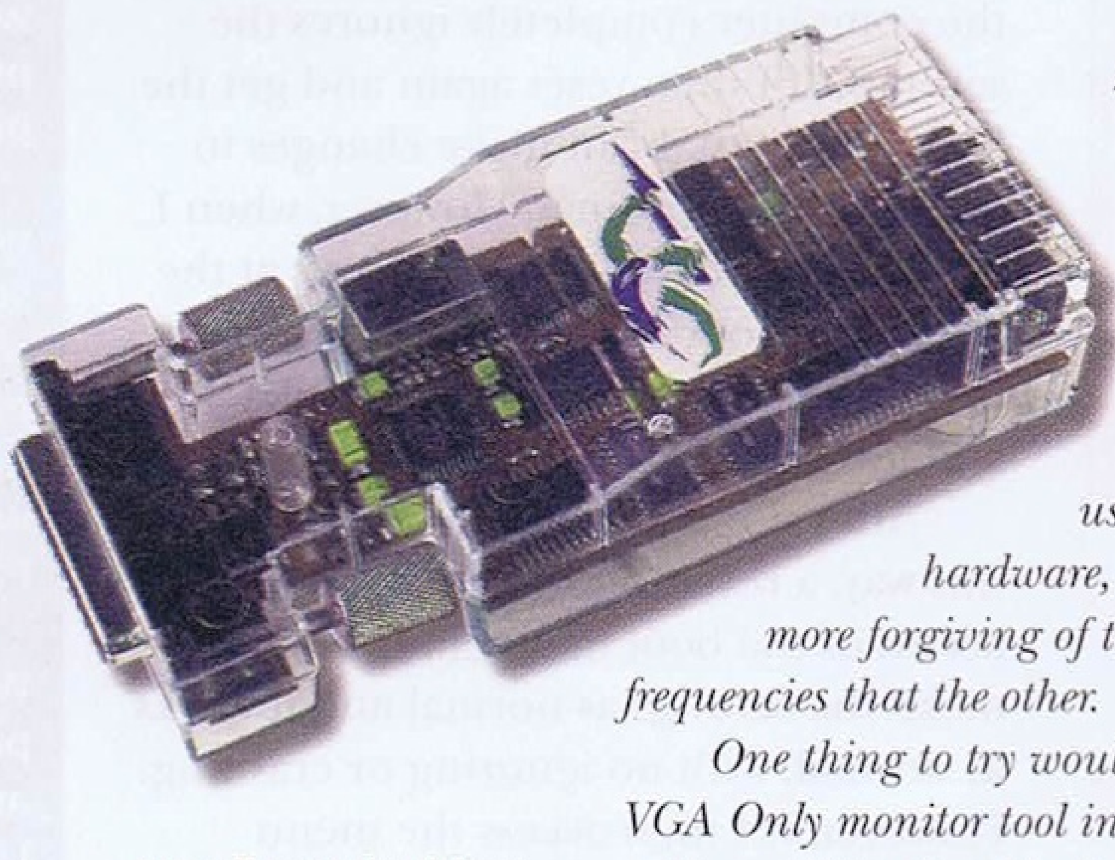
IT'S MAGIC

I have an SVGA monitor attached to my towered Amiga 1200 via a Power ScanMagic internal scandoubler with flicker fixer. I run a High Res laced screenmode which is rock steady with no flicker.

I'd like to know why I can't display any other modes with this setup, like Multiscan or Multiscan Productivity.

I have a friend with the same monitor attached to a desktop Amiga 1200 via Power's external ScanMagic. This manages to display all the modes supported by the Amiga monitor drivers. According to the back panel on the monitor, the vertical scan rate is 47-63Hz. I would appreciate your comments on this matter.

Harry Gill
Ashton-Under-Lyne



Are all scandoublers really the same? See 'It's Magic'.

Scandoubling is a bit of a black art. It's possible that the two different doublers use different hardware, and one is slightly more forgiving of the different screen frequencies that the other.

One thing to try would be to drop the VGA Only monitor tool into your monitor settings. This alters the frequencies slightly and you may get better results. If you're brave, the Mon Ed *program is always worth a try as it directly changes the display properties in real-time so you can tweak the frequencies and watch to see if you get a steady picture.*

NON-DOS DILEMMA

My problem is that if I write to the DF0 floppy all I get is a read/write error and the disk becomes a non-DOS disk. This doesn't happen on DF1 or when using DMS. Now I'm getting the same when running the CD-ROM – a message telling me that I have a read write error on the CD. If I keep cancelling this message, the CD then runs okay.

I've tried a new internal floppy but all I get from that is an error message saying non-DOS disk. I've checked for a virus but can't find any.

T. Makepeace
Newcastle Upon Tyne

Most unusual. You say you tried a new internal floppy and it gives you an error, but did you try formatting a fresh disk in it and then using it in the drive? Or did you stick with your existing disks? It's possible that your defunct drive was writing data so badly that your new drive couldn't read it.

Now your CD-ROM is playing up too? I think I'd put this down to a dirty lens. If there's a heavy smoker in the house or if your computers are in a dusty atmosphere, this could explain your drive problems.

Keep all discs clean, your drives dust-free and don't pile the floppies on top of the power-supply, monitor or loudspeakers

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John Kennedy.

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ON THIS MONTH'S CD

Dave Cusick reckons it's time to give frames a chance, and offers some tips on using them effectively.

CONTACT POINT

I can be reached with comments, suggestions and feedback at dave@dcus.demon.co.uk, or via my website at http://www.dcus.demon.co.uk/.

Back in the heady days of 1995, Netscape were a company everyone loved. Their *Navigator* browser had changed the face of the Internet almost overnight, building on the work of the earlier *Mosaic* and helping to create the Web as we know it.

Netscape were also the first company in a long time to pose a serious threat to Microsoft. At the time, Microsoft were ignoring the Internet completely and Netscape were the ones shaping cyberspace. This alone made Netscape almost as popular in the Amiga community as they were in the PC market.

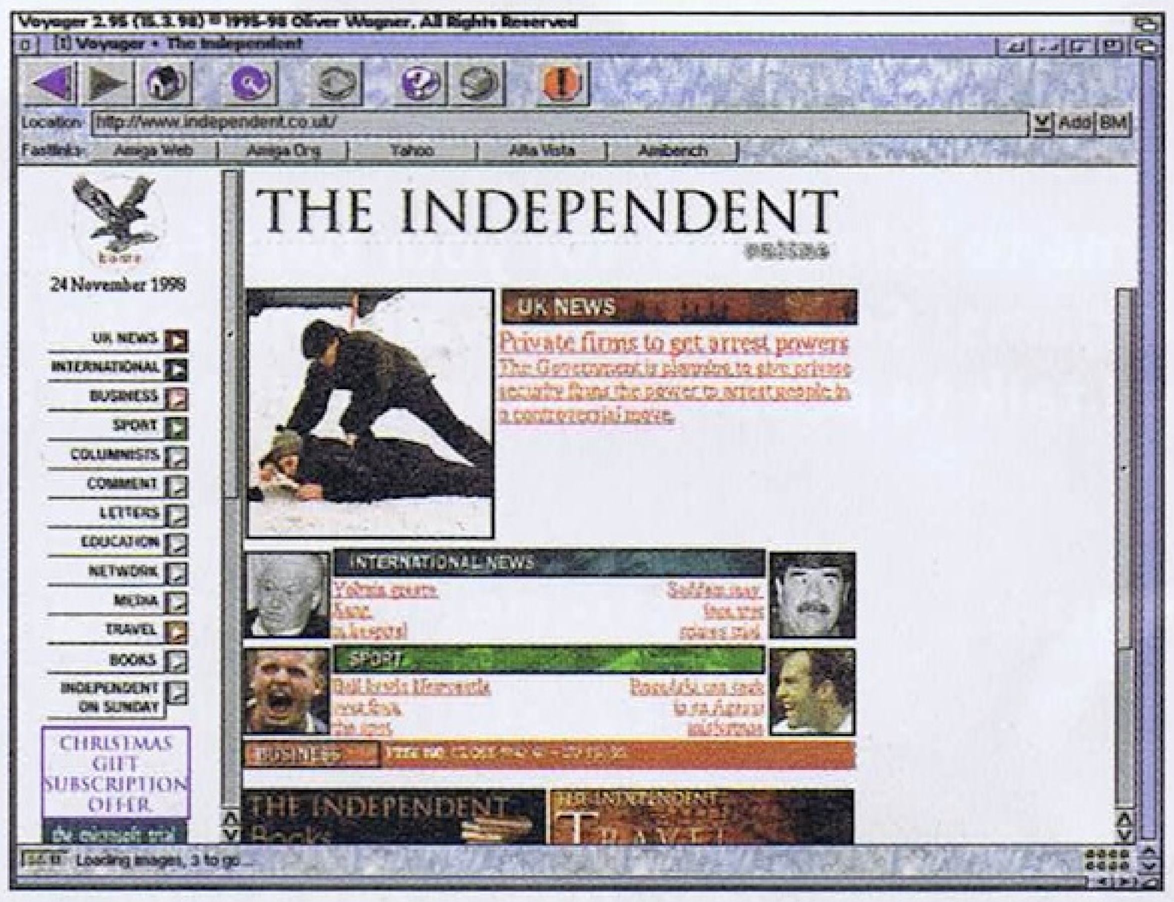
> A single framed index page could offer visitors the same instant access to key parts of your site, and save them time...

Then Netscape did something which many people have never quite forgiven them for – they created frames. With frames, the browsing window could be split into two or more panes and a separate document could be displayed in each pane.

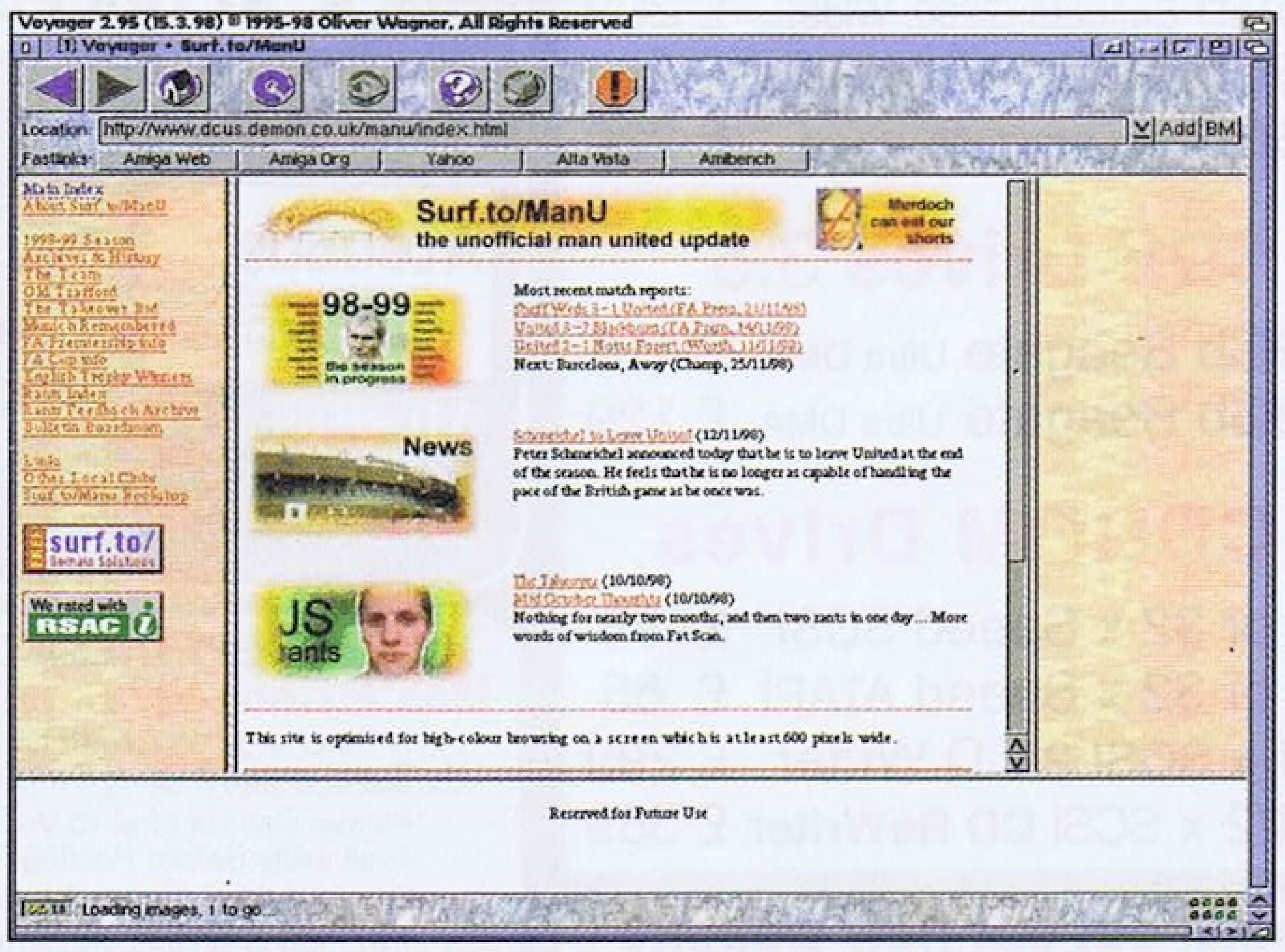
For webmasters of large sites with constantly changing contents, frames were a real boon. A site index could be displayed on screen at all times, with content appearing in another frame. When updates to the site were made, only the new pages and an updated version of the index file would need to be changed.

In the space of a few months, it seemed as if thousands of websites sprang up which made use of frames, and of course, at the time, *Netscape Navigator* was the only browser which could be used to view these sites. Eventually, frame support started appearing in other browsers and on other platforms besides the PC and Mac. *VoyagerNG* was the first Amiga browser to support frames, and nowadays *IBrowse* and *AWeb* do too.

Because frames received such widespread condemnation for so long, many sites soon stopped using them. Table functionality had increased significantly in the meanwhile, so many people started using tables to create complicated page layouts.



The Independent newspaper site is just one of many commercial sites which make use of frames



Okay, I admit it... I've suddenly fallen head over heels in love with frames.

THE TROUBLE WITH TABLES

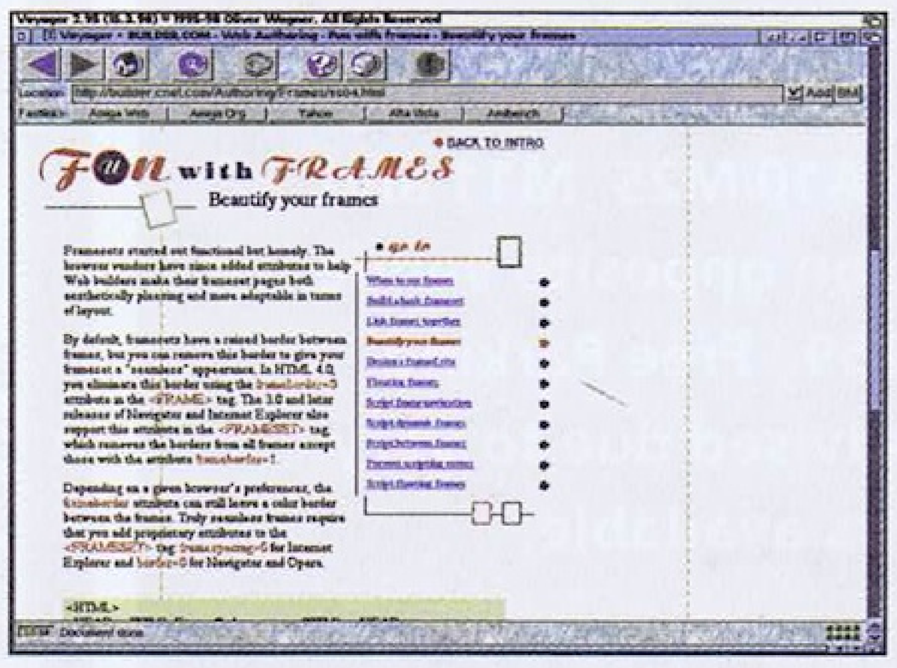
I was a strong advocate of the use of tables for a long time, and I wouldn't dream of using frames on my own sites, but there are two big disadvantages to using tables. Firstly, if you want to offer permanently available links to pages within your site, then every time the URL of one of these pages changes, you have to go through every single page updating all the links to it.

This takes a while even if you use a search and replace tool, and you'll still then have to upload every single page to your website server again when you've finished.

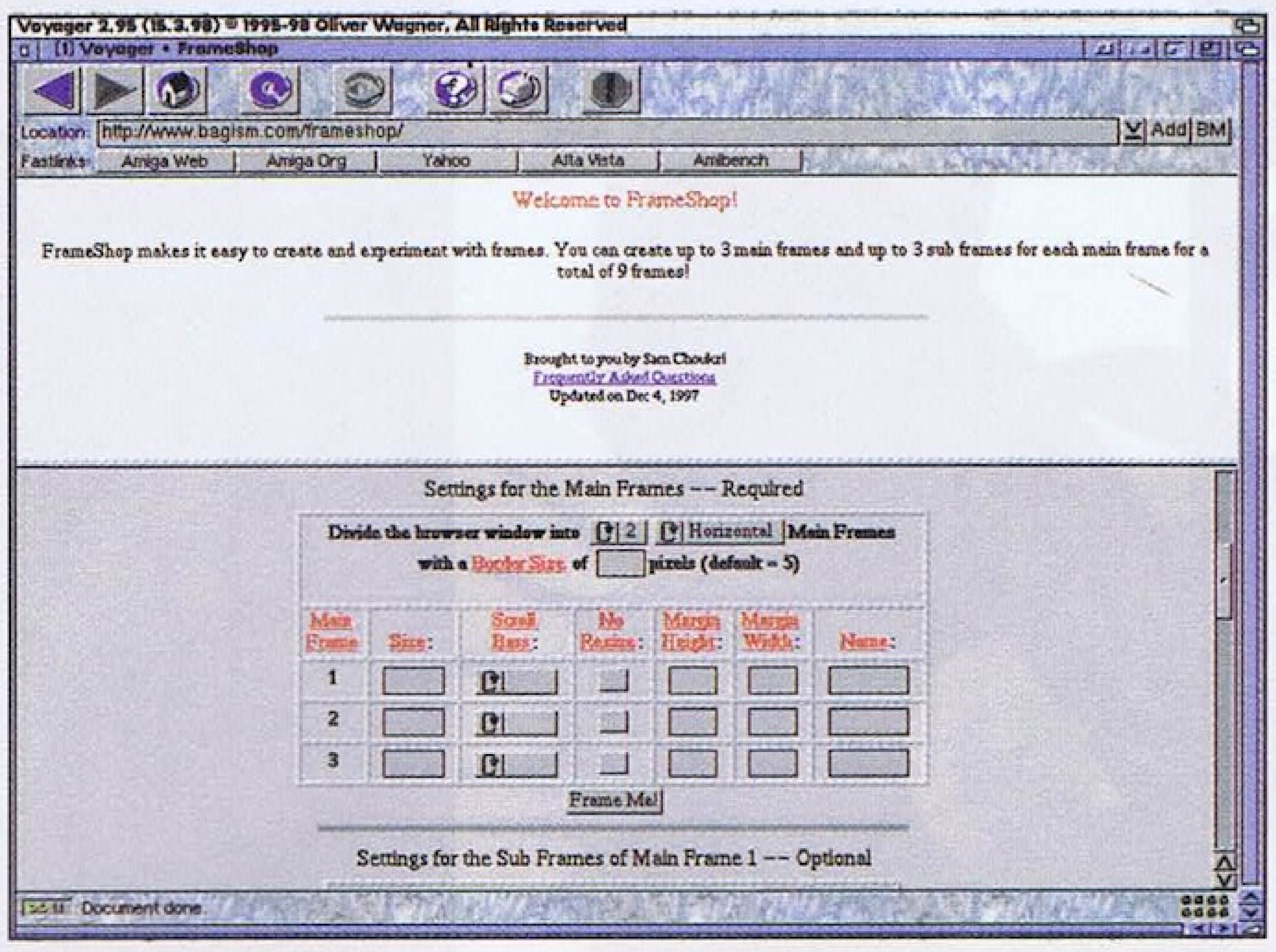
Secondly, if every page in your site contains a site index in tables code, it's a tremendous waste of server space and bandwidth. A single framed index page could offer visitors the same instant access to key parts of your site, and save them time (and consequently money) when downloading pages within your site. This is because they wouldn't be downloading the same old tables-encased set of links again and again.

In fact, frames are much less hassle than tables if you're going to be hand-coding your HTML. However, they aren't perfect either and there are several things to think about if you're going to use them on your site.

For a start, you need to consider those visitors who don't have a frames-compatible browser. In theory, webmasters can provide alternative versions of framed pages for visitors who are using a browser which doesn't



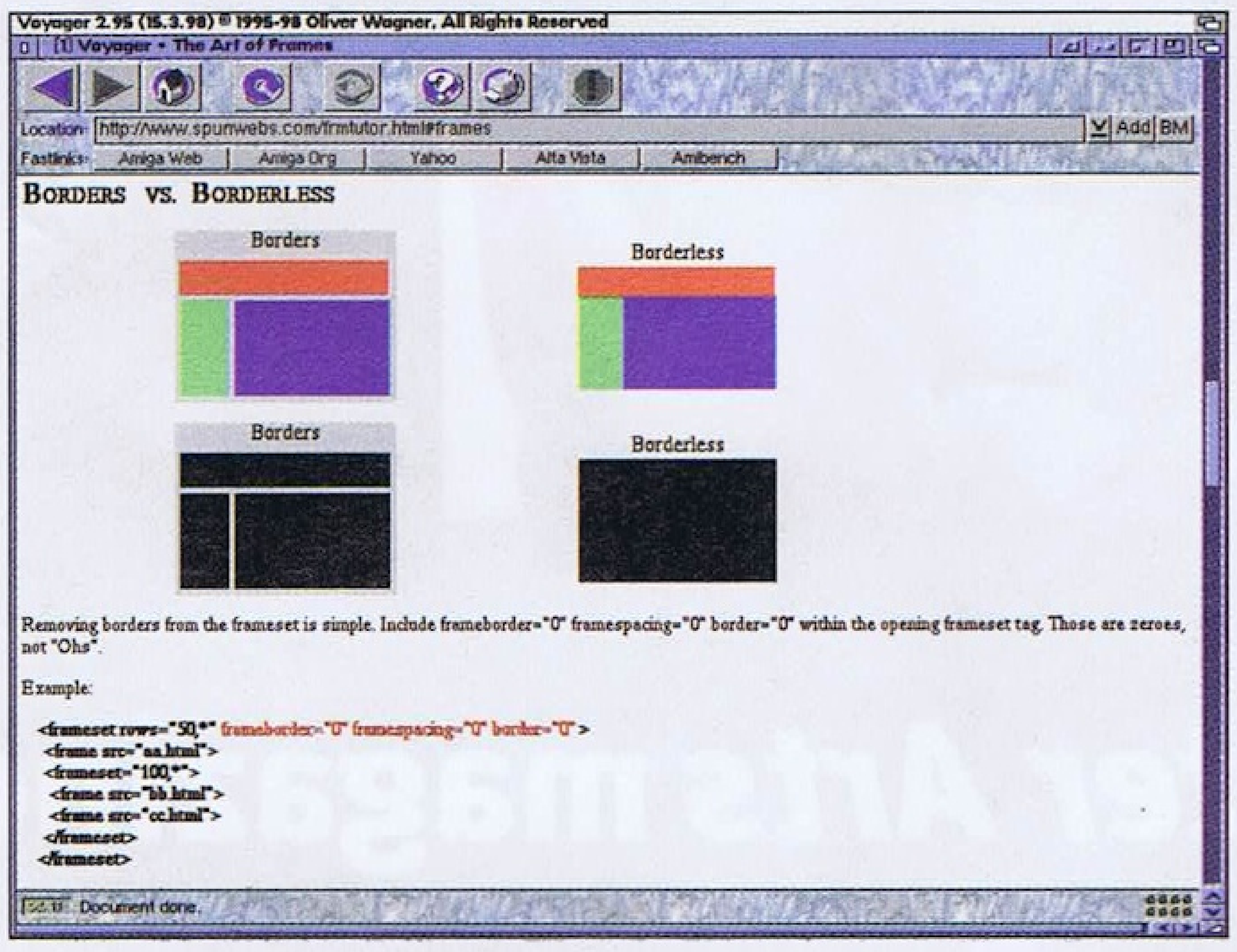
Cnet's article doesn't look quite right in *Voyager*, but it's full of useful tips.



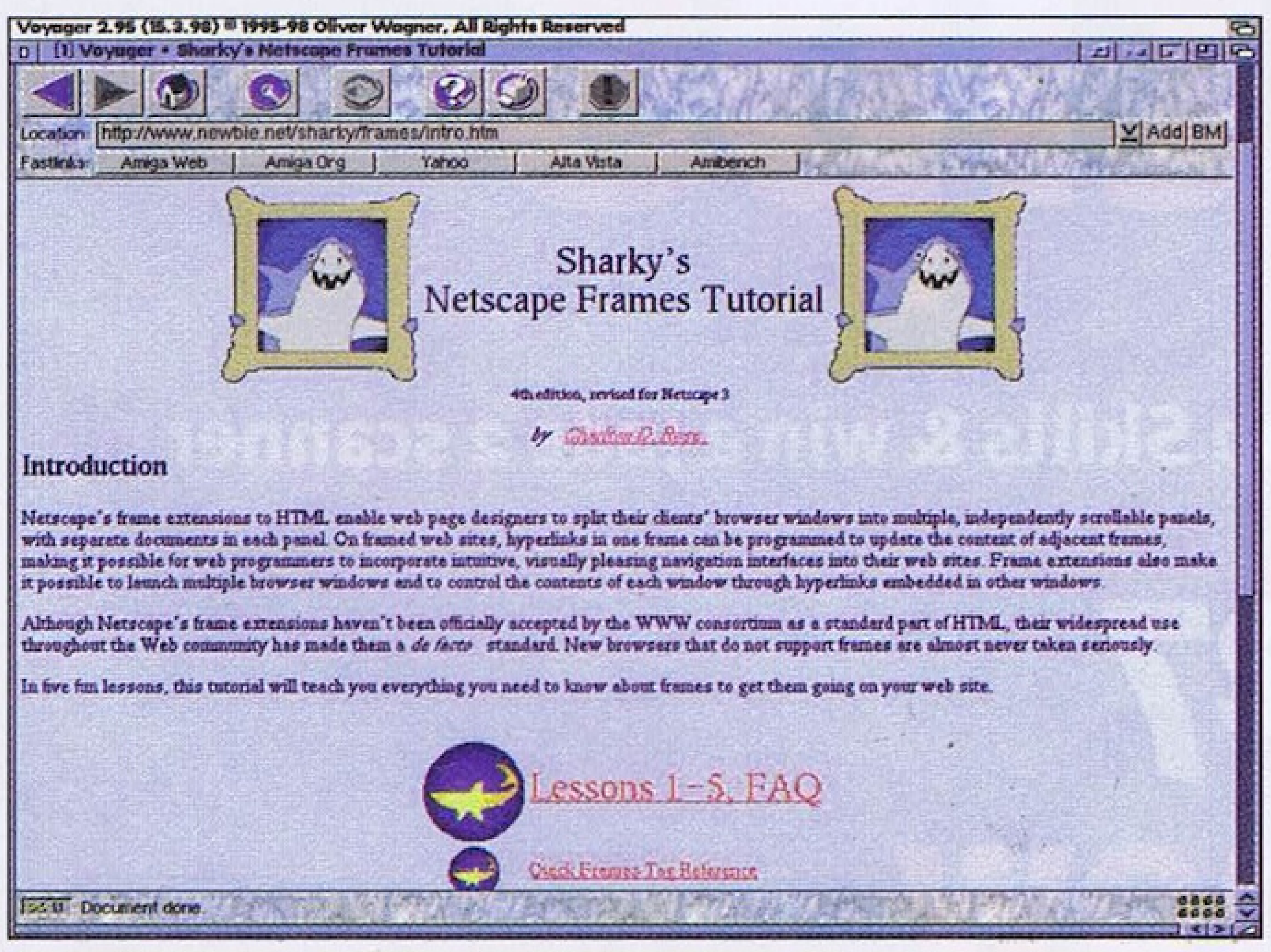
The FrameShop site can generate framesetting code automatically for you if you don't feel up to hand-coding it.

support frames. All that's required is a section of HTML contained within <NOFRAMES> </NOFRAMES> tags. Frames-capable browsers will simply ignore this code.

For the beleaguered webmaster of a reasonably large site, the thought of providing multiple versions of many documents is an horrific one. The simplest solution therefore is often to include a short <NOFRAMES> </NOFRAMES> section of code which does nothing more than offer ordinary hypertext links to the various HTML source files which would ordinarily be loaded into frames.



This frames tutorial illustrates some ways in which you can manipulate the appearance of frames on your site.



Sharky's Frames Tutorial has been around since shortly after frames first appeared, and has been revised several times since then.

As an example, let's set up a navigational frame on the left of the screen and a main frame on the right. Once the relevant source HTML files have been created (let's called them nav.html and main.html), a third document is used to set up the frames. This will usually be the site home page, which will be called index.html or something similar.

```
<HTML>
<HEAD><TITLE>My Site</TITLE></HEAD>
<FRAMESET ROWS="100%" COLS="30%,*">
<FRAME NAME="nav" SRC="nav.html" SCROLLING="AUTO">
<FRAME NAME="main" SRC="main.html" SCROLLING="AUTO">
</FRAMESET>
<NOFRAMES><BODY>
Your browser does not support frames.
<A HREF="nav.html">Click here to view the site navigation page</A>
<A HREF="main.html">Click here to view the main page</A>
</BODY></NOFRAMES>
</HTML>
```

Here I've set up a single row of frames, divided into two columns – one taking 30% of the screen width, the other using the remainder of the screen width (that's what the asterisk is for). You can specify frame widths in percentages or pixels. Then you can use the TARGET attribute within a hyperlink to load a document into one of these two panes:

```
<A HREF="article1.html" TARGET="main">Click here to view Article 1</A>
```

If you want to load a document in the full browser window (in other words, break out of frames), the simplest way to do this is to use the TARGET="_top" attribute within the link.

Next, you need to think about what will happen if people start linking to individual pages within your site. If another site offers a link to an article within your site which would ordinarily be displayed within a frame, visitors coming straight to that article from the other site will not be able to see your frames.

If your article doesn't offer links to other pages within your site, or any way of loading your navigational frameset, the visitor may not be able to access any other pages within your site at all. It's therefore wise to include a link to the document which creates the frameset on every page on your site. Load it using the TARGET="_top" attribute in case the other webmaster has cheekily or lazily linked to your page within a frame of his site.

There's another little trick you can use if you don't want people linking to individual pages within your site at all, although it will only work if a visitor is using a Javascript-enabled browser. By including the following code within the <HEAD> </HEAD> tags on each page, you can automatically load the framesetting document instead of the page they've attempted to visit.

```
<SCRIPT LANGUAGE="JAVASCRIPT">
if(top.location==self.location){
top.location.href="index.html" }
</SCRIPT>
```

Don't include the script within index.html itself or visitors will be stuck on a page which constantly attempts to reload itself.

Ideally, you could have a frameset for every article within your site which you think people will want to link to, based on the main framesetting document but with the name of the relevant article as the source for the main frame, instead of main.html. Then you could include a modified version of the Javascript code in the header of the article itself, to call the special frameset. This way a visitor jumping straight to an article within your site would still get to see your frames in all their glory.

Using Javascript, there are actually all sorts of fancy ways in which you can control frames. For example, it's possible to easily load content into two or more frames simultaneously at the click of a button. The sooner every Amiga browser offers full-blown Javascript support, therefore, the better it will be for all of us.

USEFUL URLS

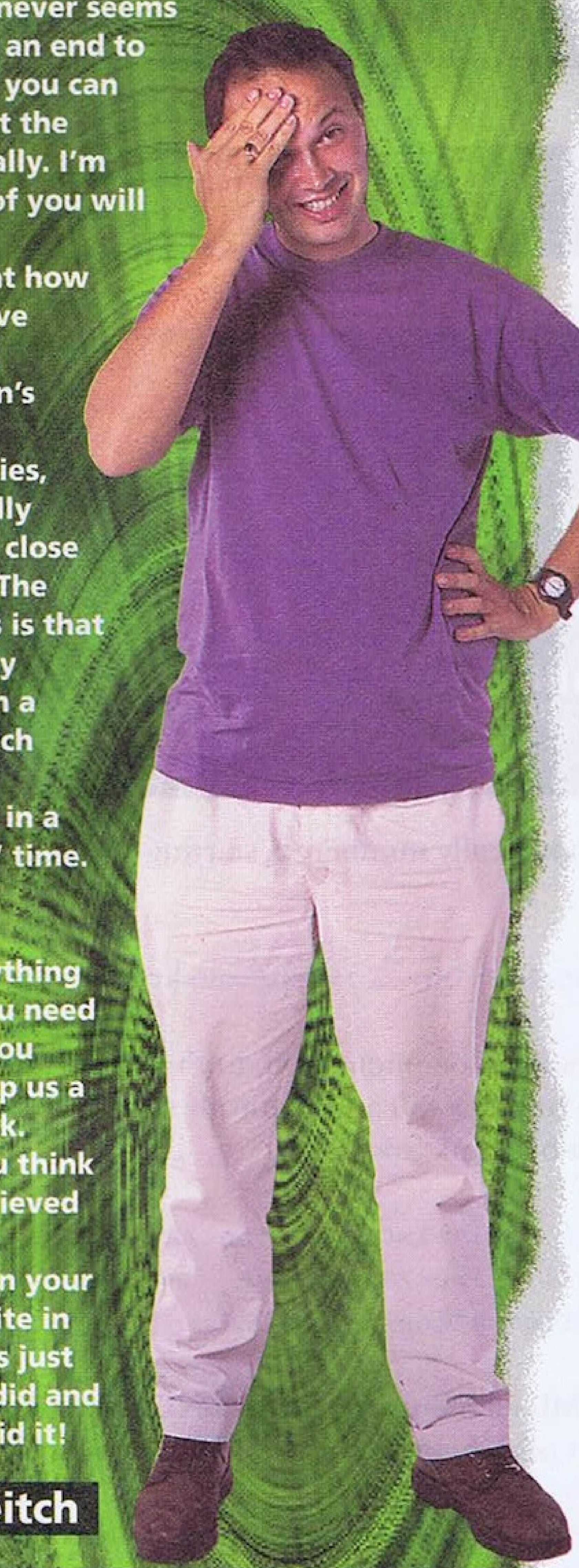
Mining Co. Guide to HTML – http://html.miningco.com/msubframes.htm
Cnet's Fun With Frames – http://builder.cnet.com/Authoring/Frames.ss04.html
To Frame Or Not To Frame – http://www.pantos.org/atw/35295.html
Frameshop – http://www.bagism.com/frameshop/
Frames Tutorial – http://www.spunwebs.com/frmtutor.html
Sharky's Frames Tutorial – http://www.newbie.net/sharky/frames/intro.htm



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Mac demo: 3D World 3.0 Plus: Movies ▸ Multimedia ▸ Buyer's guide ▸ Resources

CREATIVE

The indispensable guide to getting the most out of your Amiga



There never seems to be an end to what you can learn about the Amiga. Really. I'm sure a lot of you will have been surprised at how much you've discovered from Simon's Under the Bonnet series, which finally draws to a close this issue. The good news is that he's already working on a sequel which we'll be publishing in a few issues' time.

In the interim, if there's anything specific you need to know, you should drop us a line and ask. Also, if you think you've achieved something fantastic on your Amiga, write in and tells us just what you did and how you did it!

Nick Veitch

SEND IT IN!

WE NEED YOUR INPUT.

Is there something that you would like to see covered in one of the current tutorial series? Why not send your suggestion to us at the magazine. Here are some things you might like to think about:

PROGRAMMING

Is there a language you can't get to grips with? Or maybe you want to know how to do a specific thing in C or ARexx? You might never find the answer unless you write in and tell us about it!

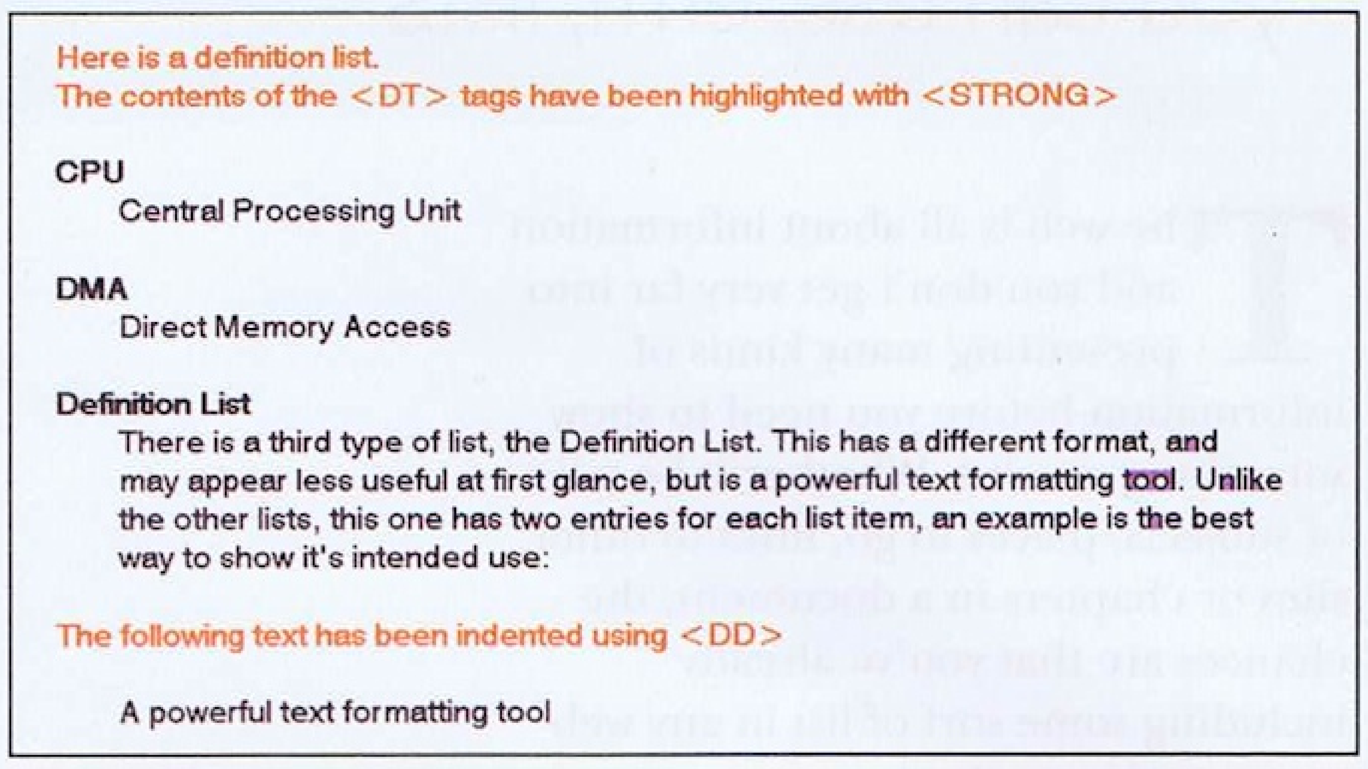
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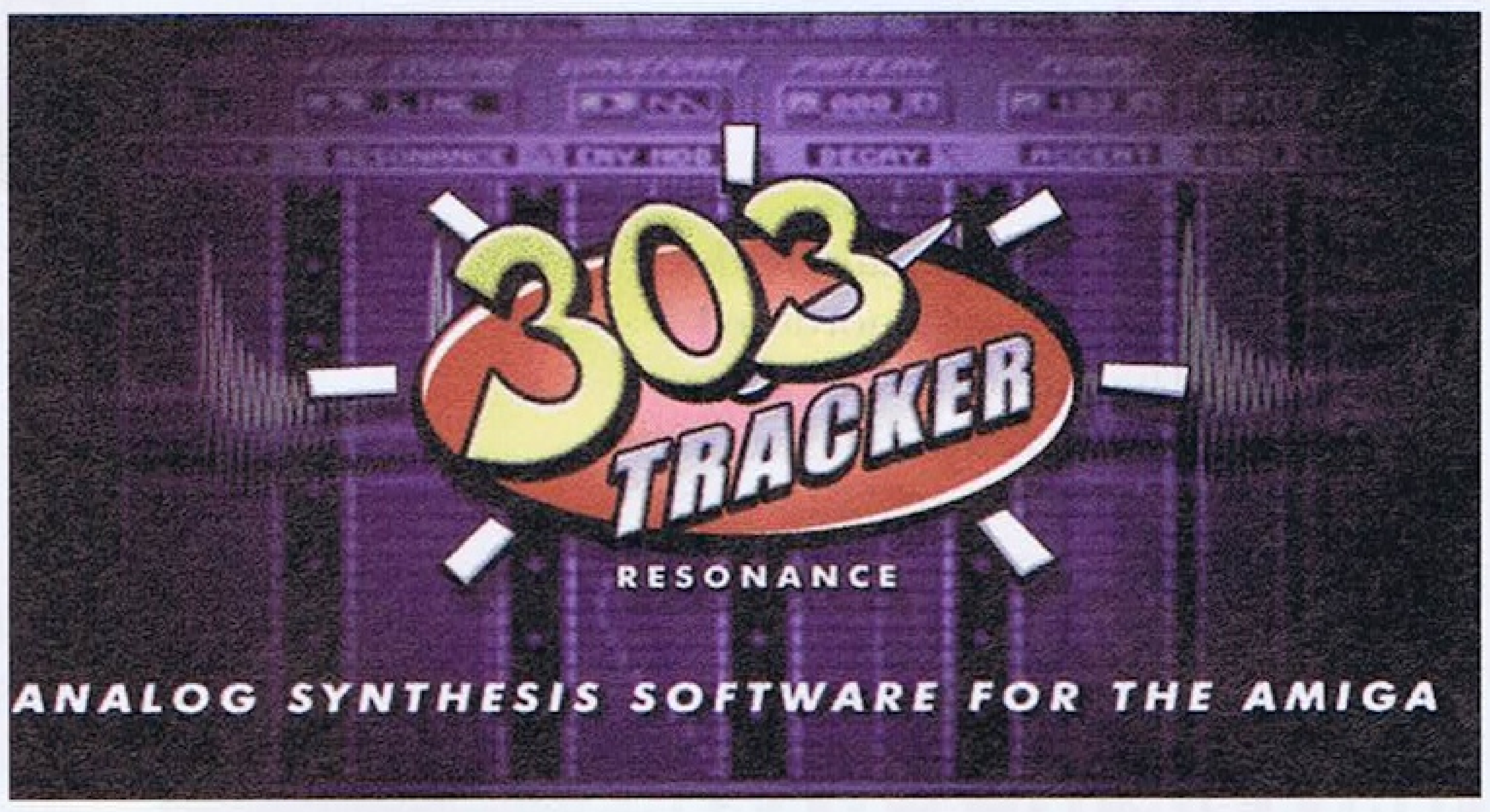
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Is there something you desperately want to be able to draw? Drop us a line! Contact us at:

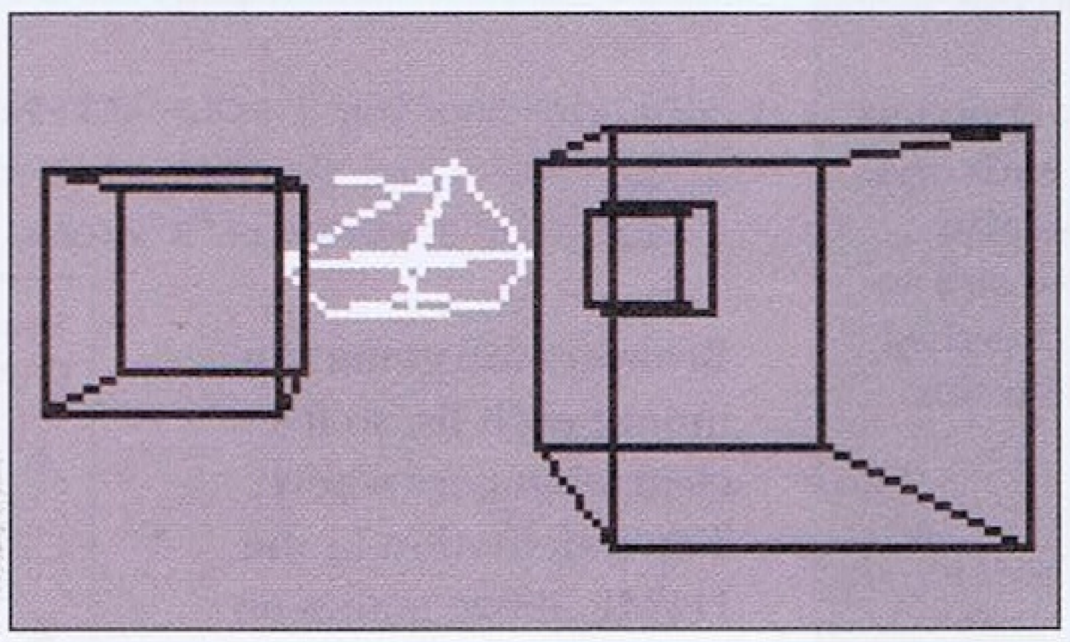
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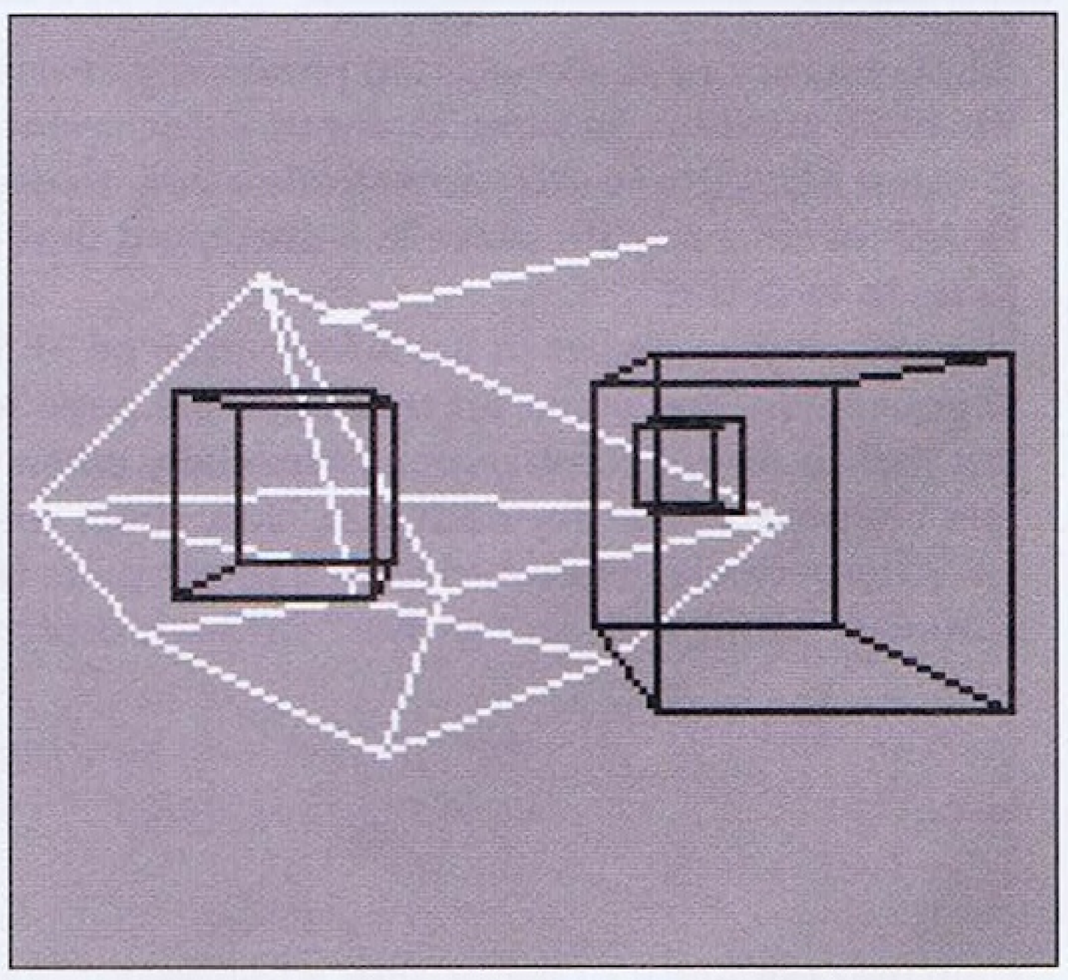


Text formatting isn't as tricky as it seems, thanks to the list definition tags.

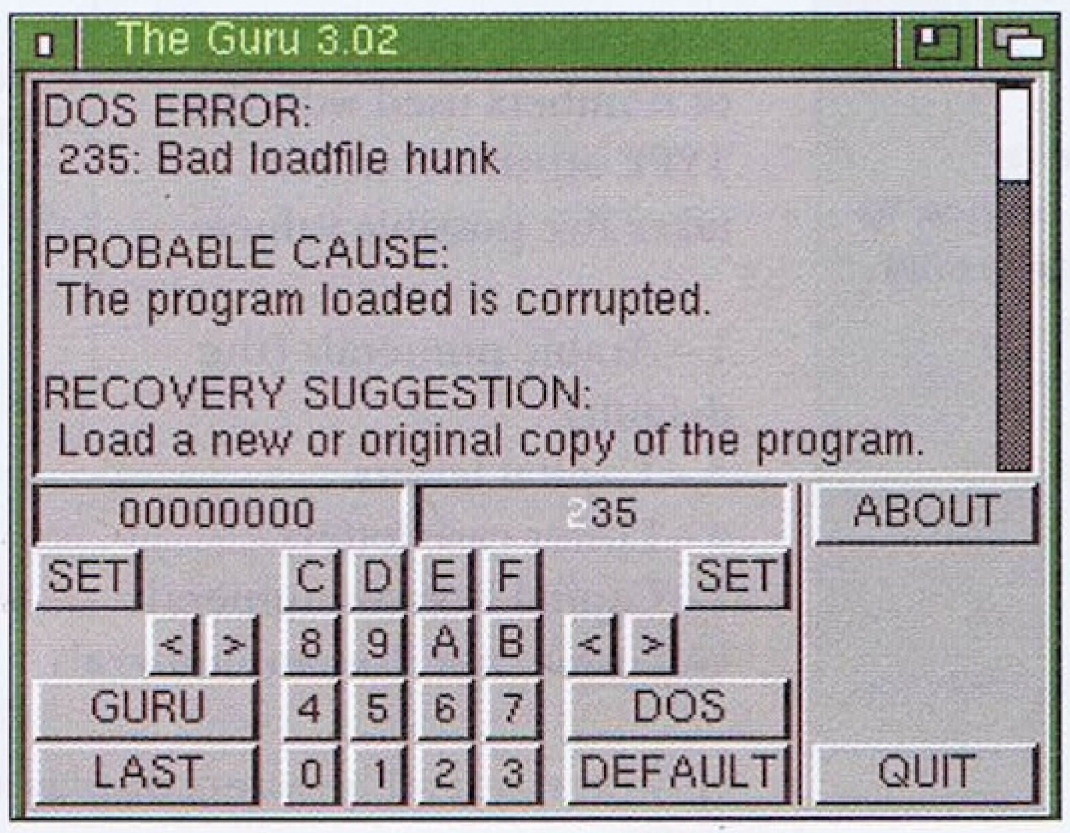


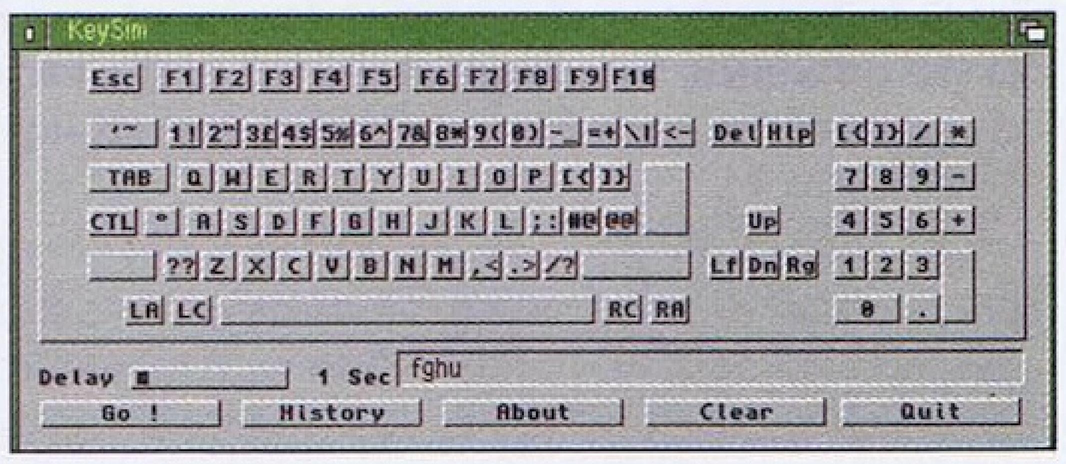
Relive the heady days of the Moog monopoly with Tony (who's still there).





Warning! You are about to discover how to create dangerously addictive games.





Discover how to work out what that mysterious error message means, and use an onscreen keyboard.

Using HTML

Neil Bothwick lists the ways you can use, erm, lists…



AFCD36:-In_the_mag-/Using_HTML

The web is all about information and you don't get very far into presenting many kinds of information before you need to show something as a list. Whether it be a list of subjects, places to go, links to other sites or chapters in a document, the chances are that you've already including some sort of list in any web pages you've made.

You can do this with a list of items separated by
 tags, but HTML has tags specifically designed to present information in list formats.

KEEPING IT IN ORDER

The two most used list formats are the ordered (numbered) and unordered (bullet) lists. The numbered list starts with <OL> and ends with </OL>, with each item on the list starting with <LI>. Note that there's no need to end each item with </LI> as each <LI> is automatically closed by the next <LI> or </OL>. Each item in the list is automatically numbered, starting at one. For example:

```
<OL> <LI>Introduction <LI>Installation <LI>Configuration </OL>
```

will give a numbered list of chapters in a document. You don't have to add a
 to the end of each line because the browser will automatically start each list item on a new line. Each item in the list can be a link, such as:

```
<OL> <LI><A HREF="introduction.html">Introduction</A> <LI><A
HREF="installation.html">Installation</A> <LI><A
HREF="configuration.html">Configuration</A> </OL>
```

The list elements, like so many HTML elements, can be nested. This means you could have a contents page for a set of web pages that looks something like this:

```
<OL> <LI>Section 1 <OL> <LI>Part 1 <LI>Part 2 <LI>Part 3 </OL> <LI>Section
2 <OL> <LI>Part 1 <LI>Part 2 <LI>Part 3 </OL> <LI>Section 3 <OL> <LI>Part
1 <LI>Part 2 <LI>Part 3 </OL> </OL>
```

Browsers will generally indent each list so it's clear what goes where. The indentation in the HTML above makes no difference to the final output, but it does make it a lot easier to see what you're doing when writing it. To make it even clearer, you can change the type of numbers used with the TYPE attribute, which takes five possible values:

1 – Arabic numerals (the default)
A – Capital letters
a – Lower case letters
I – Capital Roman numerals
i – Lower case Roman numerals

However, not all browsers display all of these types. *iBrowse* shows A as a and I as i,

See how each level of this list uses a different style for the numbering. Combined with the indentation, this makes it easy to keep track.

1. Section 1
   A Part 1
   B Part 2
   C Part 3
2. Section 2
   a Part 1
   b Part 2
   c Part 3
3. Section 3
   I Part 1
   II Part 2
   III Part 3

Let's break the list for some general text, before restarting, using the START attribute to maintain the numbering.

4. Section 4
   i Part 1
   ii Part 2
   iii Part 3

FIGURE 1. An ordered list. Note the various numbering styles.

Contents

If you've missed any tutorials in this series, call our back issue hotline on 01458 271102.

WHAT'S IN A NAME?

When we looked at the <A> tag previously, it was used with the HREF attribute to jump to another document, but there is another attribute to <A>, and another way to use HREF. NAME marks a specific place in a document that you can jump to with HREF.

Let's say you want to list information on all the churches in your town. You could set up a separate page for each one, but this could get cumbersome, especially when you also add a separate page for each pub, club, shop, cinema and so on. Alternatively, you could have a single page for churches (churches.html) with an "anchor" for each church, like this:

```
<H4><A NAME="stpeters">St Peters Church</A></H4>
some text <P> <H4><A NAME="methodist">Methodist
Chapel</A></H4> more text
```

Now you can jump to these with a link that will load the page and display it, starting at your named anchor with:

```
<A HREF="churches.html#stpeters">St Peters
Church</A>
```

You give the normal link to the page, either relative or absolute, and add a # followed by the name of the anchor. To jump to an anchor in the current document, use #name only in the reference. You could have a list of the various churches at the top of churches.html, something like:

```
<UL> <LI><A HREF="#stpeters">St Peter's
Church</A> <LI><A HREF="#stmarys">St Mary's
Church</A> <LI><A HREF="#methodist">Methodist
Chapel</A> <LI><A HREF="#synagogue">Synagogue</A>
</UL>
```

KEEPING IT LEGAL

Once you start mixing various elements of HTML you can start running into problems. For example:

`<LI><H3>list item</H3>` **is legal but**

`<H3><LI>list item</H3>` **is not.**

These don't always show up when viewing your pages in a browser as it's part of a browser's job to interpret the HTML as best it can, even if the HTML is wrong. However, once you depart from the straight and narrow you increase the risk of your pages appearing differently in different browsers.

Using a number of browsers to check your pages helps and *AWeb* has a strict mode that is far less tolerant of errors, making it more useful for page development, but even this isn't enough.

The definitive check for any HTML is to use the WWW Consortium's own validation service, at http://validator.w3.org. *CheckHTML*, from the comm/www directory of Aminet, is ideal for offline checking. This checks pages against the official HTML specification so you can consider it to be a pretty definitive evaluation of your pages.

Neither of these make any comment on the style, quality or content of your pages as that's entirely up to you – there's no official WWW specification for good taste (yet), but knowing that your HTML is correct means that it should be displayed as you intend in any graphical browser.

and *Voyager* doesn't show any numbering in the current version.

There may be times when you want to start a numbered list with something other than one, such as when you break a listing to include some general text and then restart it. The START attribute of <OL> allows you to set the number of the first item in a list to a number of your choice.

> *The permutations are endless and provide a very flexible, yet easy to navigate, way of presenting information…*

GIVE IT THE BULLET

Unordered lists, also called bullet lists, are used when you don't want to number the list items. The basic syntax follows the same lines as for an ordered list. The list is enclosed in <UL>…</UL> tags with each item beginning with <LI>. Look at the files from last month on the CD and you'll see that home.html contained the following "menu":

```
<A HREF="shops.html">Shops</A><BR> <A HREF="pubs.html">Pubs</A><BR> <A
HREF="amenities.html">Amenities</A><BR> <A
HREF="location.html">Location</A><BR>
```

Using a list, this would look like:

```
<UL> <LI><A HREF="shops.html">Shops</A> <LI><A
HREF="pubs.html">Pubs</A> <LI><A HREF="amenities.html">Amenities</A>
<LI><A HREF="location.html">Location</A> </UL>
```

Not only is this easier to work with, it looks better in the browser too. We can nest it like the numbered lists, like so:

```
<UL> <LI><A HREF="shops.html">Shops</A> <LI><A
HREF="pubs.html">Pubs</A> <UL> <LI>The Red Lion <LI>The Crown and
Cushion <LI>The Sportsmans Arms </UL> <LI><A
HREF="amenities.html">Amenities</A> <LI><A
HREF="location.html">Location</A> </UL>
```

Unordered lists have an advantage over ordered lists. You have to specifically change the numbering style to make the nesting of ordered lists clearer, but unordered lists automatically use a different style of bullet for each level. You can change this with the TYPE attribute, as for ordered lists, but this time the alternatives are disc, circle and square, and it's often better to let the browser take care of it for you.

As well as nesting lists of the same type, you can also nest ordered lists within unordered lists, and vice versa. The permutations are endless and provide a very flexible, yet easy to navigate, way of presenting information and links in a text form, with little work. This makes them ideal for any site that's subject to frequent updates. There are other ways of presenting text that may give more options, but none are as quick and easy to use as lists.

USEFUL, BY DEFINITION

There is a third type of list, called the definition list. This has a different format and may appear less useful at first glance, but it is a powerful text formatting tool. Unlike the other lists, this one has two entries for each list item. An example is the best way to show its intended use:

```
<DL> <DT>CPU <DD>Central Processing Unit <DT>DMA <DD>Direct Memory
Access </DL>
```

The <DT> tag is shown as a sub heading and the definition is normally indented. You can alter the appearance by using style tags on the <DT> items and space it out with a P after each <DD> item.

While the name indicates that this tag was originally intended for displaying glossaries and similar structures, the definition list can be used in many other applications where you need paragraphs with subheadings. By enclosing the contents of <DT> in <A NAME=..>..</A> (see boxout) you can easily produce an indexed page, using an ordered or unordered list to provide a contents list that links directly to each item on the page.

Once you realise that neither the <DD> nor the <DT> tag are compulsory, you can use <DL> for a much wider range of layouts. There is no HTML tag to indent a block of text. Some of the other tags, such as <BLOCKQUOTE>, usually do this, but there's no consistency between different browsers; <BLOCKQUOTE> is rendered in italic in some browsers and plain text in others. Indenting a paragraph or block of text is a common requirement and it just happens that browsers generally show the <DD> part of a definition list indented, so for indented text all you need is:

```
<DL> <DD>This text is indented </DL>
```

or even

```
<DL><DD>This text is indented</DL>
```

if you are only indenting a few words on a line.

It's clear that the list tags are useful for more than just displaying lists; for example, for adding extra text formatting options as well. Next month we'll take a look at how tables can give you even more control over the layout of a page.

See how each level of this list uses a different style for the bullet. Combined with the indentation, this makes it easy to keep track

- Level 1
  - Level 2
    - Level 3
      - Level 4
        - Level 5
          - Level 6

FIGURE 2. An unordered list. Note the various bullet styles.

This list uses the TYPE attribute to pick a specific bullet style for each list

1. Section 1
   - Part 1
   - Part 2
   - Part 3
2. Section 2
   - Part 1
   - Part 2
   - Part 3
3. Section 3
   - Part 1
   - Part 2
   - Part 3
4. Section 4
   - Part 1
   - Part 2
   - Part 3

Here is a definition list.
The contents of the <DT> tags have been highlighted with <STRONG>

CPU
    Central Processing Unit

DMA
    Direct Memory Access

Definition List
    There is a third type of list, the Definition List. This has a different format, and may appear less useful at first glance, but is a powerful text formatting tool. Unlike the other lists, this one has two entries for each list item, an example is the best way to show it's intended use:

The following text has been indented using <DD>

    A powerful text formatting tool

FIGURE 3. A definition list and an example of using <DD> for indenting.

Sound Advice

Want to stand out from the rest with your own individual sound? Tony Horgan is back once again with some useful pointers...

Defining your own unique 'sound' will help your musical productions stand out from the crowd and allow you to develop a recognisable style that people can identify with. Once you've got 'that sound', whatever that may be, it can become a trademark, a badge that to your fans signifies quality and all the things your music is about.

Some producers take advantage of specific equipment to inject 'their sound' into all their output: French flavour-of-the-month band Air have a particular penchant for vocoders and old rubber-sounding analogue synths; Hardfloor coupled the TR-909 and TB-303 drum and synth machines in a way that no-one else seemed to be able to; Faithless seem to have built a worldwide following on the back of a pizzicato string stab.

> "...you can create some wonderfully abstract morphing sequences that start out as a kind of gurgle..."

The trouble is, if your core sound is merely a specific piece of kit used in a fairly standard way, it begs to be ripped off and used by anyone and everyone who wants a piece of your action – exactly what's happened to Faithless.

To avoid that happening to you, the best course of action is to define a sound that others can't copy. The man who for many years was regarded as the 'King of House', Todd Terry, is reputed to be extremely secretive about his own studio gear and techniques and it's done him no harm.

One way to ensure that nobody can copy or reproduce your sound (without just sampling it) is to develop your own sample manipulation techniques and tricks. Once you have a sound in the digital realm, the only limitations are your software and imagination.

ANYTHING GOES

Here's a strange phenomenon that's worth bearing in mind before you start. Not so long ago, it was something of a luxury for musicians to be able to sample in 16-bit resolution. In typical snobby music industry style, anything that sounded 'less than 16-bit' would be disregarded as the mark of a poor demo recording. However, now that people are used to everyone having decent quality samplers and recorders, low fidelity (lo-fi) sounds are all the rage. Funny old world, isn't it?

That means that, perversely, if you happen to come up with some processes which make your samples sound as if they're being played through an antique gramophone in a steel dustbin, you're probably on to a winner.

If you're looking for inspiration, as usual it's the various dance music styles that are advancing things fastest. Setting aside the incredibly over-used resonant filter effect that's splashed all over the latest cheesy disco-sampling party tunes, there are some good things happening if you dig a little deeper. For example, if you use the same basic resonant filter idea on just a vocal instead of the entire mix, you can create some wonderfully abstract morphing sequences that start out as a kind of gurgle and slowly begin to sing or talk to you as the filter effect is lessened, as in Danny Tenaglia's *Music Is The Answer*.

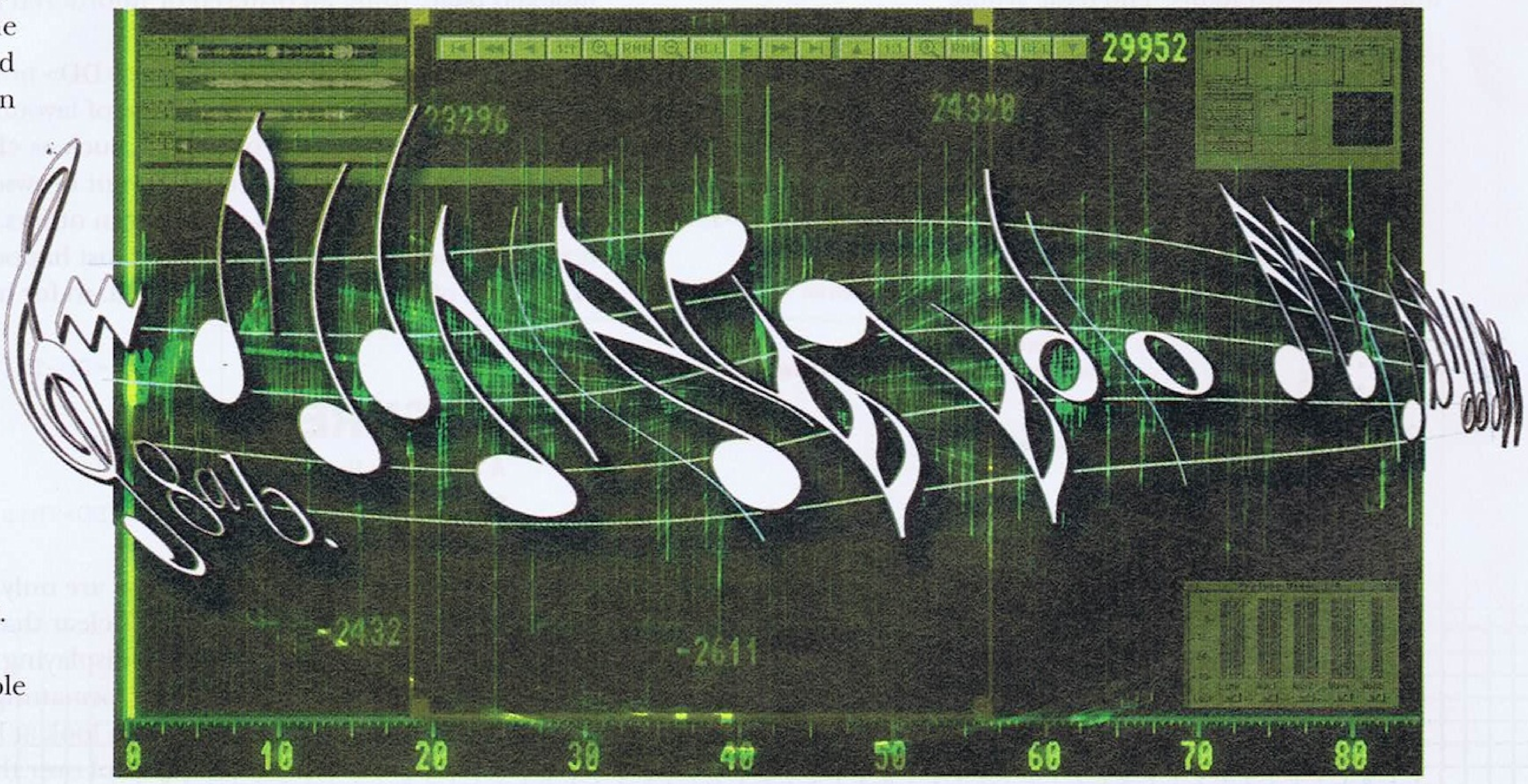
USE AND ABUSE

Always remember that a sound is just a sound, and therefore any sound can be subjected to any processing technique, regardless of whether or not the process was actually designed for that particular type of sound.

Let me explain. Take a guitar effects pedal, for example. If you asked someone how to use it, they would tell you to plug an electric guitar into the input and connect the output to your amp or mixer. An electric guitar

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produces a line level signal just like any electric or electronic audio source, so in fact you can put anything through a guitar effects pedal, even your own voice if you like.

I mention this because even if you're only working with samples and a software sound editor, it's odds on that you'll have a section of effects that are designed to be used on drums, another lot that's really made for processing vocals and so on. Take the Vocoder effect from *SoundProbe*. Used in the 'proper' way, it takes a vocal sample and maps its resonant frequencies onto a melodic musical sample, making the voice appear to sing that melody. However, you can take any two sounds and combine their attributes in this way, often with excellent, and more to the point, original results.

THROUGH THE MANGLE

Let's say you have a track in which you want a section that includes just a mangled rhythm section. You don't just want to drop out to the drums and you've had enough of the aforementioned nu-disco resonant filter effect. How about taking a chord sequence, sampling it from a keyboard or rendering one to disk using *SoundStudio*? You can then use that as a base from which to mess up your drums. Bring in your chosen bar of drums as a sample; again, sampled or rendered to disk if it's made up of more than one source sound.

Copy and paste the bar of drums so that it's the same length as the chord sequence. Now you can toy with vocoding one sound onto the other, and vice versa. To add more movement to this section, why not save a number of vocoded samples with different settings or even with more effects processed over the top?

Samplitude Opus has a similar feature called Convolution. It tends to misbehave at times but it can produce some equally unique sounds if you've got a bit of patience.

BIG BEATERY

If beats are your thing, don't just use the same breaks as everyone else – give them your own twist. Try doing things like time-stretching a break to 150% or even double its original playing time, then replay it at twice the original pitch. Try the opposite too, or pitch shift downwards by half but keep the playing speed the same. To fatten up a break, make two new copies, one pitch shifted up and one pitch shifted down (retaining the original tempo) and then mix these two new versions with the original for a three-way-timestretch-chorus extravaganza.

Snare drum rolls do a sterling job in clubs around the world, but wouldn't it be nice to use a different method of hyping up a track? Try pitchbending up a four, eight or even sixteen-bar section of drums instead. *SoundProbe* can do this and retain the original length and tempo of the rhythm.

If. You. Really. Like. To. Rock. The. Funky. Beat… you could do a lot worse than chop it up and put it back in a different order, a bit like Natural Born Chillers did with that phrase for *Rock The Funky Beat*. The advantage of cutting up vocal snippets is that you can make them say different things to fit your track. Use a recording of a famous person for added cheeky effect!

Alternatively, completely detach a vocal sample from its original context and use it for your own means. Did you ever hear the hard house track with the vocal, "Giving them drugs, taking their lives away"? Apparently it's Nancy Reagan. So now you know…

Tony's Tips

DO STUPID THINGS

To come up with the most original effects you'll need to get your alternative thinking cap on. Try to come up with new uses for existing effects. For example, what would happen if you took two records, matched their tempos, sampled four bars of each and then vocoded one onto the other? I don't know, I've only just thought of it. I'll try it later. Or why don't you take a drum loop or synth riff, reverse it, put loads of reverb on it, then reverse it back again. Get the idea?

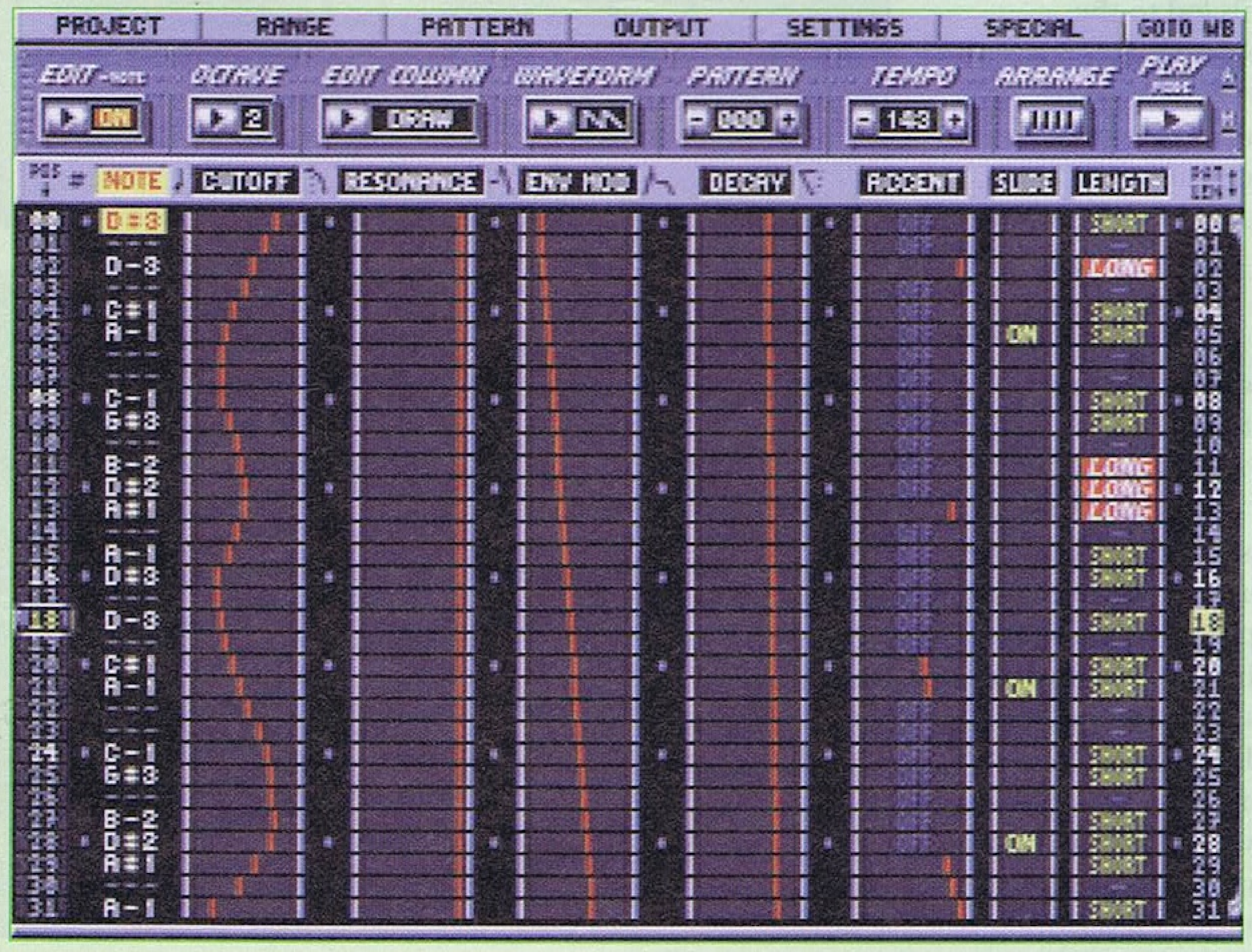
303 TRACKER AFCD36:-In_the_mag-/Sound_Advice

ON THIS MONTH'S CD



While I'm here, I thought I should mention the release of *303Tracker*. Although it's still in the early stages of development, it's already established itself as a regular fixture on my Amiga. *303Tracker* is a softsynth – to be precise, a Roland TB-303 Bassline emulator with a tracker-style front end. You get a rough real-time output as you enter your notes but it's the non-real-time sample-rendering process that comes up with the amazingly accurate goods. Despite a few bugs and plenty of as-yet unimplemented features, it's well worth checking out.

Author Jeroen Schellekens has big plans for its future too, expanding it well beyond the realms of mimicking Roland's little silver box. It's on this month's CD and you can find the latest on Aminet or the *303Tracker* website at http://www.xs4all.nl/~jes303/ so go and play with it now!



The useful *303Tracker* program can be found on this issue's cover CD and is well worth taking a look at.

C for Yourself

What's that? John Kennedy is a dodgy bluffer? Are you sure that isn't double buffer? Read on...

AFCD36:-In_the_mag-/C-Course

ON THIS MONTH'S CD

Contents

Missed a tutorial in this series? Call our back issue hotline on 01458 271102.

Last month we met the dreaded flicker problem head-on when we tried to draw our lovely 3D shapes onto the screen. It became obvious that if we took too long when animating our wireframe tank shape (performing the calculations and drawing the image), there was a messy flicker on the display. It almost goes without saying that a good game must totally eradicate any hint of display problems like this.

> *The key to all this moving around of screen memory is to delve into the structure of the screen itself...*

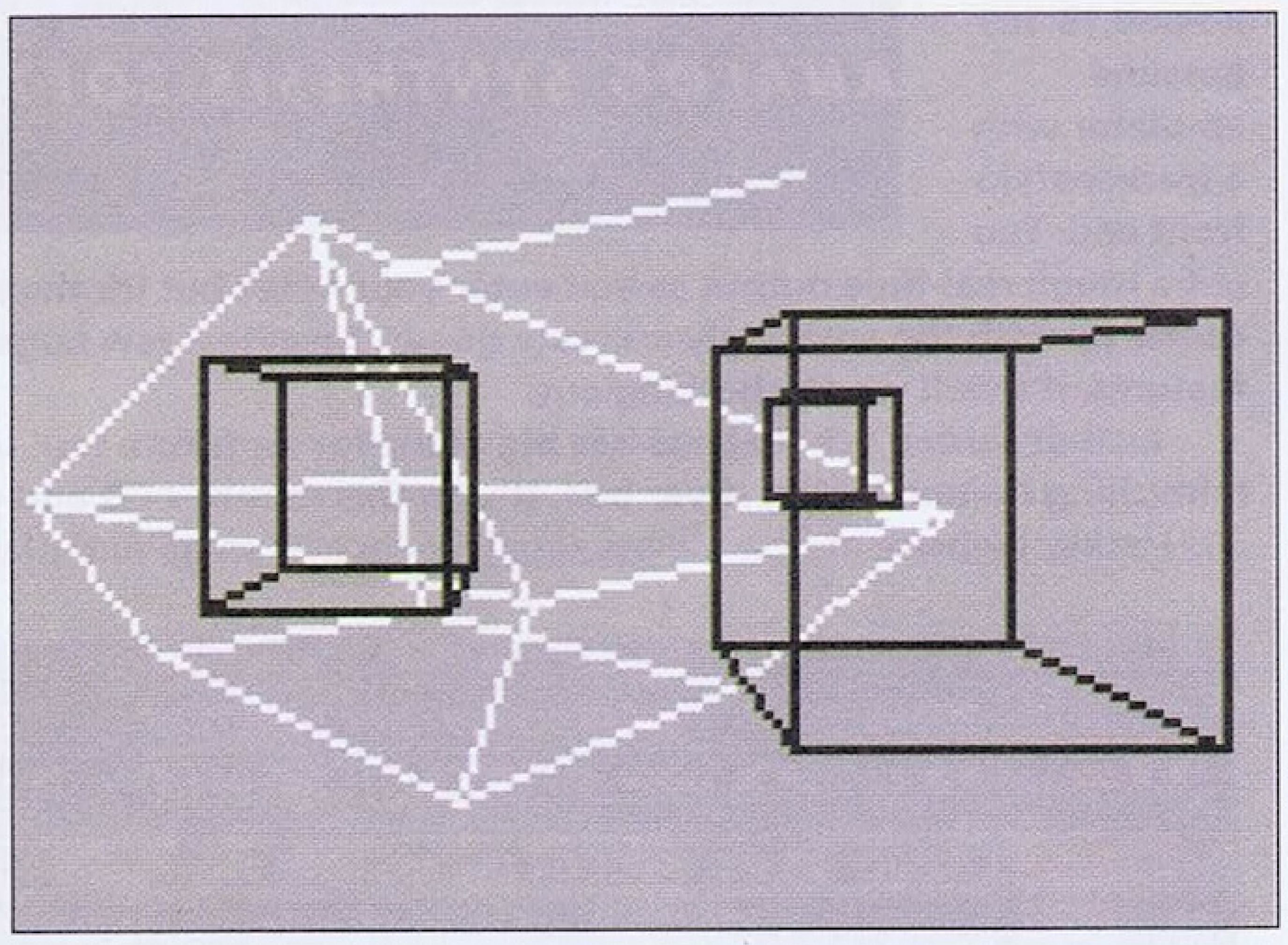
To understand how we can prevent flickering, it's important to realise what is causing it. As we mentioned last month, the Amiga updates the screen fifty times a second. If your updating of the patterns on the screen happens to coincide with the computer video hardware's display cycle, you'll see a changing pattern on the screen. This is the flicker.

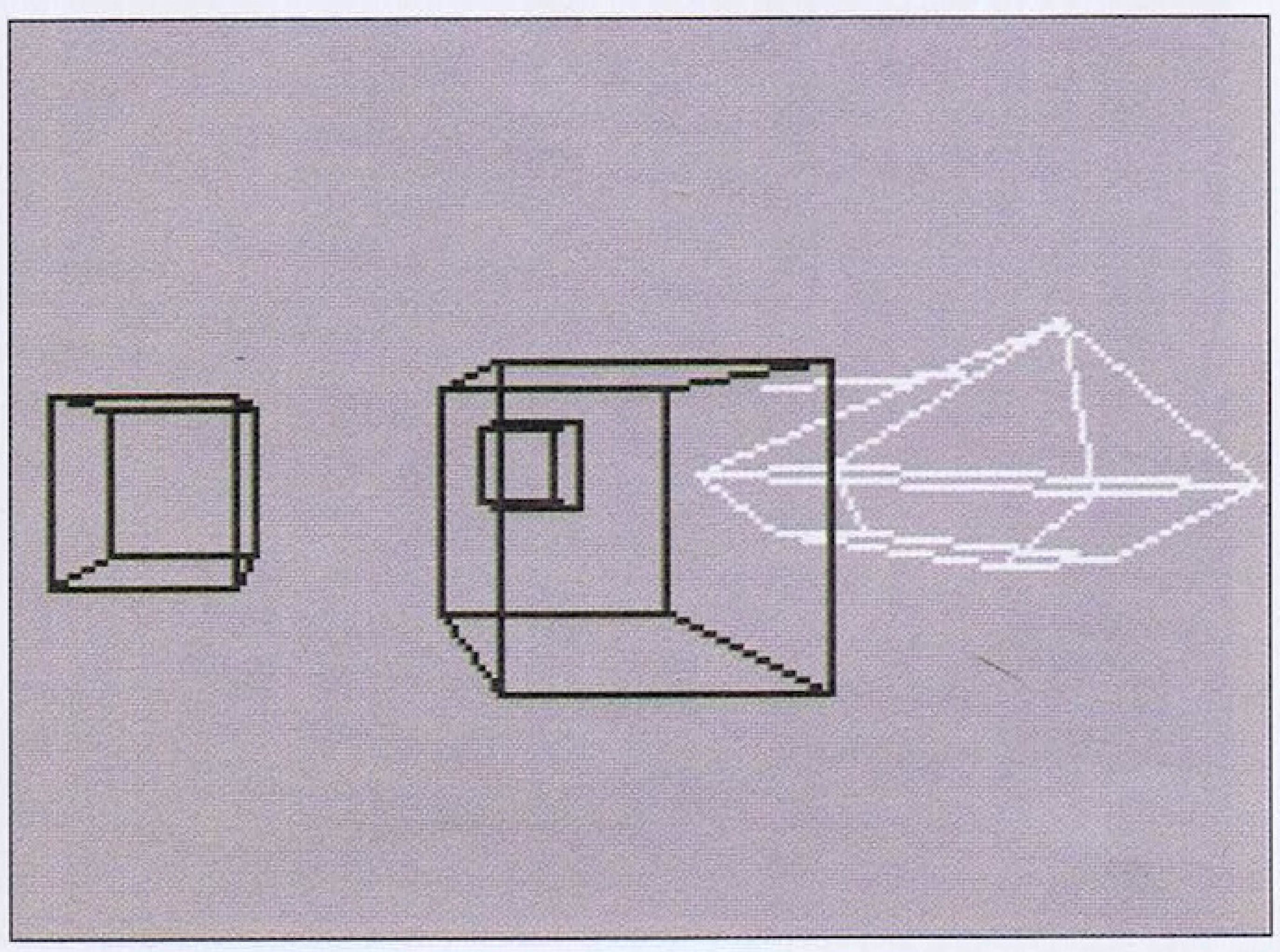
We tried holding off updating the screen until the Vertical Blanking Interval had, but this led to the problem of what to do when it takes longer than one frame refresh to update all the required graphics. Short of buying faster and faster computers, we were stuck, and this is where we start this month.

BLUFF IT

The best known flicker-reducing solution is to double buffer the display. This entails having two copies of the screen in memory: remember, the screen display you see is actually nothing more special than a chunk of memory. The computer hardware (in the Amiga's case, the Copper graphics co-processor) takes this memory and generates a video display from it.

So instead of one screen display in memory, we have two. Obviously, only one chunk of memory can form a display at a time, but the clever thing is that the computer can very quickly swap between them both. We don't need to do anything crude, such as copying the entire contents of one memory plane to the other – we only need to tell the hardware (by way of the operating system, of course) where to look. This takes only a tiny fraction of a second and can therefore be done well within the frame fly-back time.





It may only be *Battlezone*, but at least...

While one buffer is being displayed on the screen, we are free to do what we like with the spare. We can erase its existing contents and draw all the details we want on it, safe in the knowledge that no-one will see this happening, no matter how long we take. Only when it's finished do we swap it with the other buffer, making it visible. Then we start work on creating the next frame to display.

The basic process for drawing a double-buffer display is therefore:

1. **Set up the memory for each display.**
2. **Tell the computer to draw any new graphics into Screen A.**
3. **Calculate and draw the new graphics.**
4. **Tell the computer to display Screen A.**
5. **Tell the computer to draw any new graphics into Screen B.**
6. **Calculate and draw the new graphics.**
7. **Tell the computer to display Screen B.**
8. **Go back to step 2.**

In this way, the user will never see a half-drawn display – they'll only see the new, completed frame as it pops into view. Clever, eh?

The Amiga is particularly well suited to this kind of shenanigans because, if you remember, there are lots of pointers and structures which define exactly how the screen is created. Although in theory it would be possible to open up two entirely separate Amiga screens and keep flipping one in front of the other, it works much, much better if we use the same screen structure but alter its opinion of where the memory making up the screen is actually located.

The key to all this moving around of screen memory is to delve into the

structure of the screen itself and get to the bitmap, the pointer which references the memory addresses. By defining two separate bitmaps and plumbing them in turn into the Screen structure, we can create our double-buffered display.

What we are doing is making the OS tell the Copper hardware where the screen starts, and so where it can start scanning and converting memory into on-screen images. At this point it's clear that we don't need any of the extra baggage provided by a window and that drawing directly to the screen will be the simpler option.

All our drawing functions work by referencing a Raster Port which points to the screen, and although we've been extracting this from a Window, we can extract it just as easily from the Screen structure, like this:

```
rastport=&myscreen->RastPort;
```

There are two catches to all this. Firstly, we need twice as much memory to store the "extra" screen display. This really shouldn't be a problem on the Amiga as even a large multi-coloured screen will leave plenty of space free. Secondly, however, we have a little more work to do. As opening the screen bitmaps is normally handled automatically by Intuition, we have to do some manual labour ourselves. We need to allocate the memory, define the bitmaps and then free them up when we finish. However, even this isn't particularly difficult, as you'll see from the listings which follow.

When we put all the code together, we end up with a program which gives a much more stable base…

PROGRAMMING

The first step is to define the two bitmaps. This involves asking the OS for some memory and linking it to the bitmap structure. This gets us down to a very low level – you could directly write values into the bitmap memory and see the effects on the screen if you wanted. Also, we need to allocate the memory on a bitplane level. If you only needed two colours (black and white), you'd only need one bitplane. However, in this example we'll need four colours and so we need two bitplanes, and that means two bitplanes for each bitmap structure.

Listing 1

```
struct BitMap *bitmapA, *bitmapB;

bitmapA=(struct BitMap *)AllocMem((LONG)sizeof(struct BitMap),MEMF_CLEAR);
bitmapB=(struct BitMap *)AllocMem((LONG)sizeof(struct BitMap),MEMF_CLEAR);

InitBitMap(bitmapA,2,320,256);
InitBitMap(bitmapB,2,320,256);

bitmapA->Planes[0]=(PLANEPTR)AllocRaster(320,256);
bitmapA->Planes[1]=(PLANEPTR)AllocRaster(320,256);

bitmapB->Planes[0]=(PLANEPTR)AllocRaster(320,256);
bitmapB->Planes[1]=(PLANEPTR)AllocRaster(320,256);
```

Here's the code. Remember that we're defining two bitmaps, A and B.

The next step is to define the screen which is going use our bitmaps, and not the default one given to it by Intuition. This is simply a matter of setting up the screen structure in a slightly differently way. Instead of using the easy Tags method, we create a new NewScreen structure, fill it with the necessary values and call the OpenScreen routine.

Listing 2

```
struct Screen *myscreen;
struct NewScreen myscreendetails;

myscreendetails.LeftEdge=0;
myscreendetails.TopEdge=0;
myscreendetails.Width=320;
myscreendetails.Height=256;
myscreendetails.Depth=2;
myscreendetails.DetailPen=0;
myscreendetails.BlockPen=1;
myscreendetails.ViewModes=NULL;
myscreendetails.Type=CUSTOMSCREEN|CUSTOMBITMAP|SCREENQUIET;
myscreendetails.Font=NULL;
myscreendetails.DefaultTitle=NULL;
myscreendetails.Gadgets=NULL;
myscreendetails.CustomBitMap=bitmapA;

myscreen=OpenScreen(&myscreendetails);

myscreen->RastPort.Flags=DBUFFER;
```

Listing 3

```
// Make this screen the one for
// drawing into..

if (which_screen)
{
      myscreen->RastPort.BitMap=bitmapA;
      myscreen->ViewPort.RasInfo->BitMap=bitmapA;
}
else
{
      myscreen->RastPort.BitMap=bitmapB;
      myscreen->ViewPort.RasInfo->BitMap=bitmapB;
}

rastport=&myscreen->RastPort;
```

Now the interesting part – the code to swap the screen buffers around. We use a variable (which_screen) to decide upon which screen is being displayed and which is available for drawing. The variable alternates between True and False, so swapping between bitmaps. Incidentally, the line

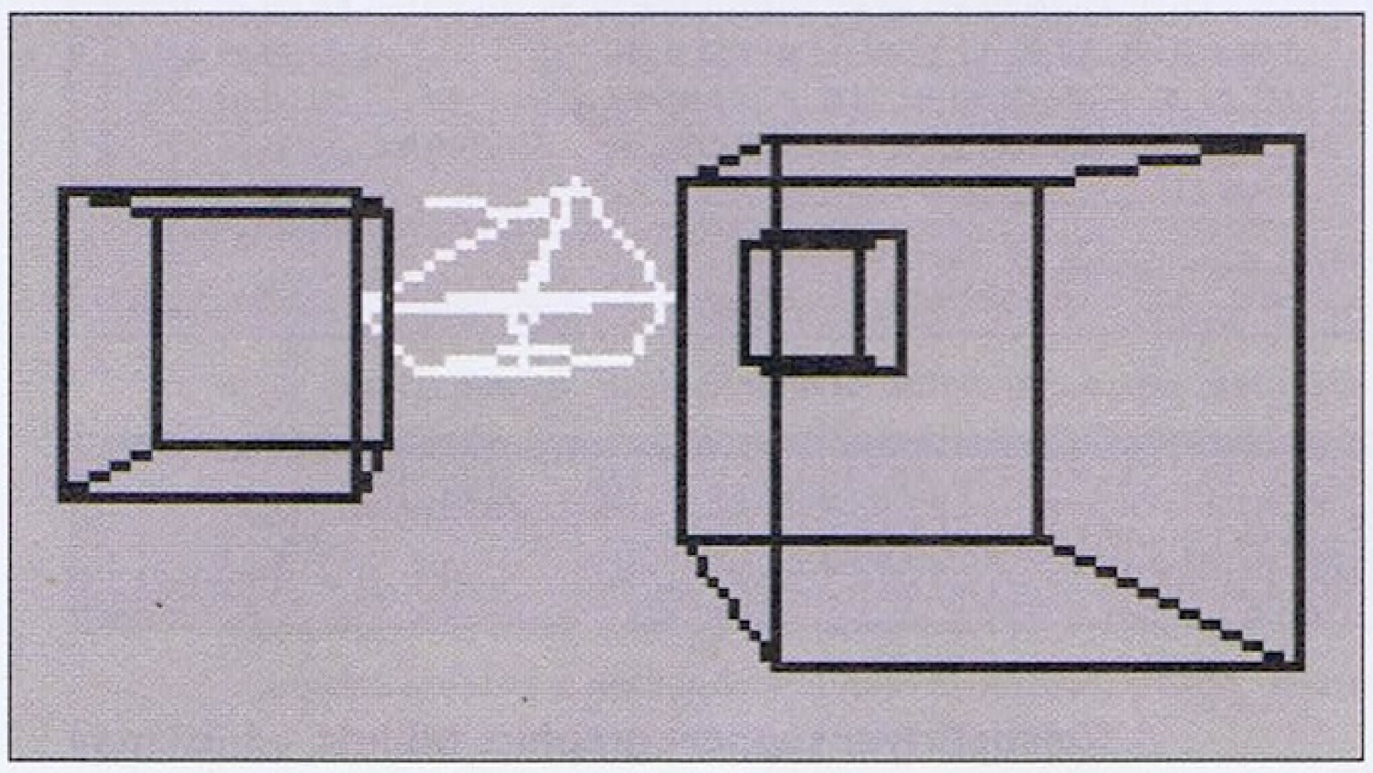
```
which_screen=!which_screen;
```

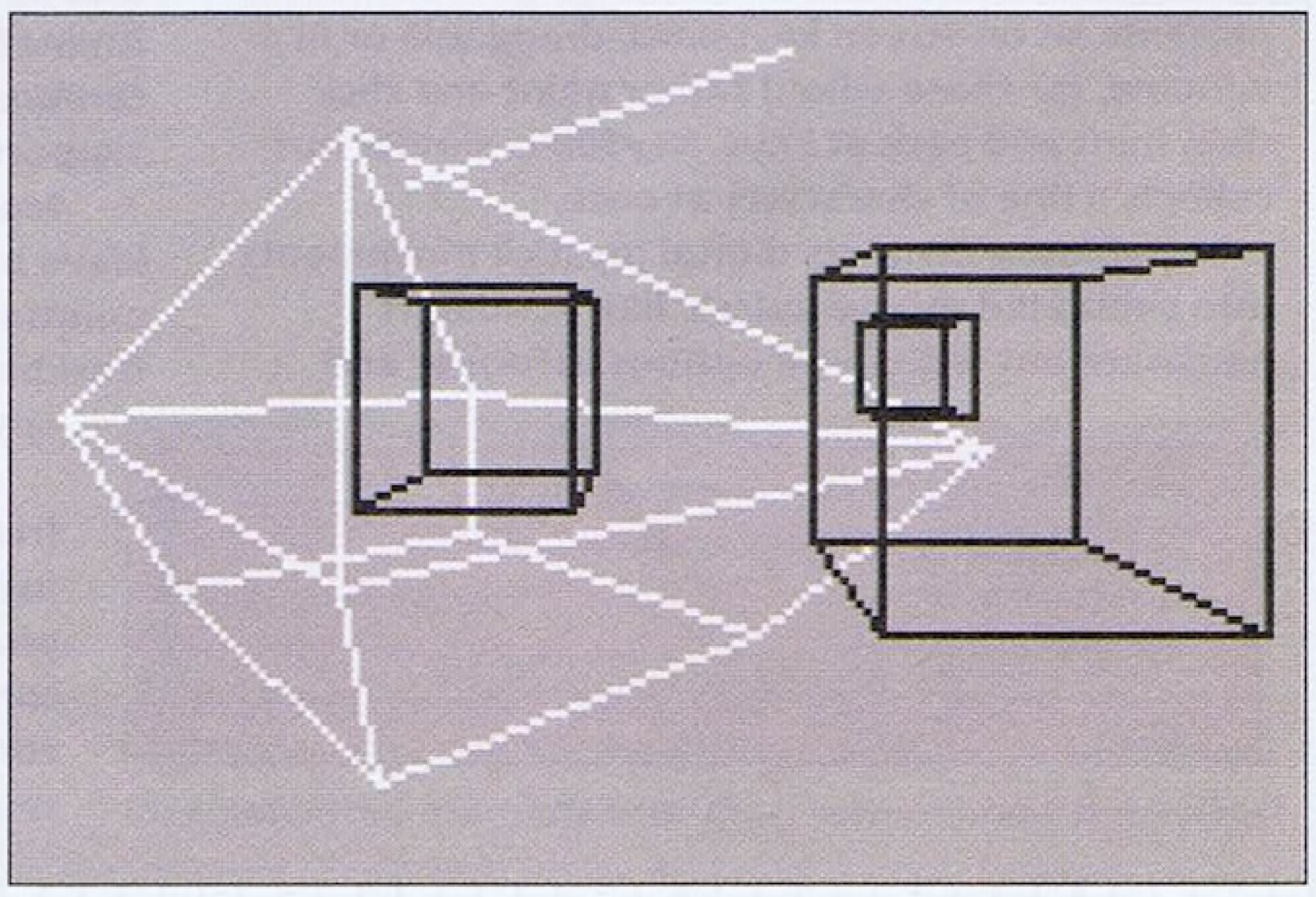
is the line which swaps the value making the variable into logically NOT what it was previously. If it was TRUE the first time through the loop, it will be FALSE the next time.

When we put all the code together, we end up with a program which gives a much more stable base on which to build the rest of our code. It doesn't really matter (within reason) how long we take to draw the next frame as it will always be drawn very smoothly onto the screen. We can therefore take this opportunity to add a few more objects into the virtual 3D world which we are slowly bringing to life on the screen.

In the full listing (on the CD) I've expanded the definition of the objects and all the functions which operate on objects, to include different types – so far, I've added a simple cube type. Scattering a few of these around gives a much more interesting landscape.

If the you think the screen pictures are starting to look a little more interesting, please believe me when I say you haven't seen anything yet – the really cool stuff is yet to come… AF





…it isn't yet another *Breakout* clone!

Under the Bonnet



In the last of this series, Simon Goodwin's attention turns appropriately to Guru Meditations...

AFCD36:-In_the_Mag-/Under_the_Bonnet/

ON THIS MONTH'S CD

Contents

If you've missed any tutorials in this series, call our back issue hotline on 01458 271102.

This is the last part in our advanced tour of Amiga systems and it deals with 'exceptions', including hardware faults that are detected by the processor and alerts that are generated by system software when it goes seriously wrong. There's also a last word on retargeting and redirection (in the box), discussing alternative input methods.

> Other alert codes have a byte prefix to indicate the part of the system software that found the fault...

The core of this month's tutorial concerns Guru Meditation messages, reports that are so obscure, even to Amiga designers, that they gained this jokey name because even Gurus must meditate a while to understand them. Meditation can't be rushed but I'll explain the most common Gurus, meanings, causes and cures, with lots more information and diagnostic aids on the CD.

GURU GENESIS

Workbench 2 removed the text 'Guru Meditation' from the alert screen and reorganised the 32-bit report codes, but the name has stuck. A Guru is an unrecoverable fault, indicating that something has gone badly wrong – it's usually a software problem but it can sometimes be an indirect sign of a hardware fault.

Guru numbers can be grouped by splitting up the eight hexadecimal digits in the 32-bit code. If the most significant bit is set, normally meaning an initial value of 8, it is a 'Dead End' error, with no way for that task to recover. The most common Dead End errors are detected by the processor and have codes derived from the CPU exception vector that caused them.

This means that Guru 80000002 indicates CPU exception 2, which is an attempt to access non-existent memory. 80000003 is an address error, most common on 68000s where word values should be stored on even boundaries. Is the program for 68020+ only? 80000004, an illegal instruction error, signifies invalid code, perhaps for some other processor.

Wild programs soon execute data, leading to this Guru or related codes with suffix A or B, known as A line or F line errors as they detect reserved opcodes starting with the prefix A or F. F line alerts often signal the wrong type of FPU or MMU code for your machine as these opcodes are variously used for internal and external co-processors.

Fault 80000008 flags privilege violations: attempts to execute supervisor-only instructions in user mode. It's common when programs written for 68000s try to read the Status Register on later CPUs. *TUDE* and *Fix68010* can trap or patch this. 80000005 indicates integer Division by Zero, which is a sure sign of sloppy programming. Other alert codes have a byte prefix to indicate the part of the

GAINING CONTROL

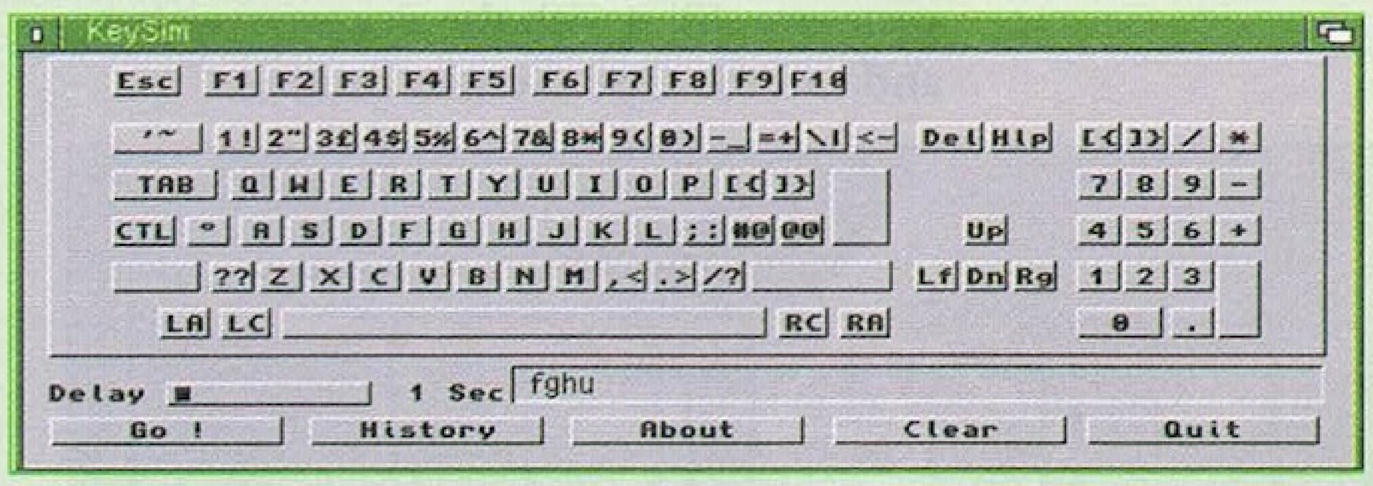
Commodore's commodities scheme can redirect input streams to ease control of your Amiga. Input Preferences control the key map and mouse dynamics and *FKEY* can convert key codes or set up macros. Well-written drivers should work with, rather than against, these standard utilities.

Controller redirection concerns mouse, joystick, pen-pointing and keyboard and keypad buttons. Thus *LeftyMouse* and *SwapButtons* interchange the effect of left and right mouse buttons. Oliver Kastl's CD32 emulator can remap keys to simulate console controller buttons. *MouseKi* presents an on-screen keyboard, draggable or in a window, for those who'd rather point and click than hunt and peck at keys. *KeySim* is similar but collects a line of characters at once.

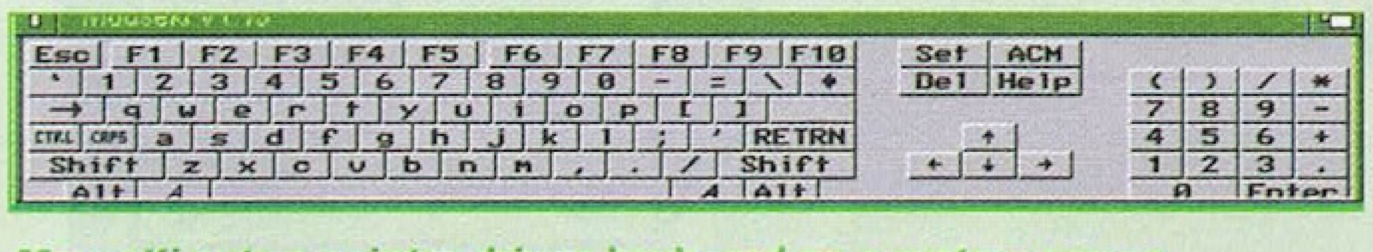
JoyMouse converts digital joystick movements into simulated mouse pulses, like RoboShift hardware but with more options. *GTdriver* and *SummaDriver* support graphics tablets, which may also emulate serial mice, plentifully supported on Aminet. Options include *SerMouse*, *LogiMouse*, *OptMouse* and *NewMouse*, with mouse wheel support, application-willing.

Most work alongside standard mice so you can leave both connected. *AutoPort* lets you use Amiga pointing devices in both ports for easy access to a trackball or a pen and a mouse, depending on the application, or a desktop tug-of-war.

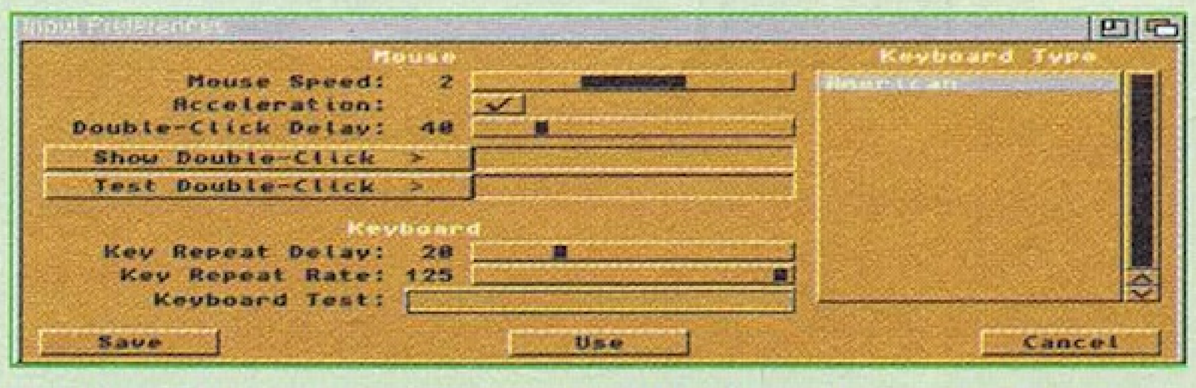
These commodities work well with system-friendly software. Most can be redirected to use add-on serial ports but are ignored by programs that bang the metal and assume the controller on each port. Don't expect serial controllers to work with games that require a reset to exit.



KeySim lets you enter a line at a time with mouse-clicks.



MouseKi puts a pointer-driven keyboard on a custom screen.



Workbench 3 preferences work with alternate controllers too.

Common Guru code prefix bytes

01	Fault found by the Amiga's Exec library
02	Graphics library, often out of memory
03	Layers library, also often no memory
04	Intuition library – programming error?
05	Mathematics problem; FPU or libraries
07	DOS library – disk or messaging fault?
10	Audio device has detected a problem
13	Keyboard device – usually trouble-free
14	Trackdisk – probably a disk drive fault
15	Timer – CIA, power or software problem
31	Workbench has found something wrong
80	Dead End, normally detected by CPU

Top Ten Guru Meditations

PROCESSOR EXCEPTIONS (WILD CODE?)

80000002	Bus error – attempt to access non-existent RAM or hardware
80000003	Address error – trying to read a word from a byte address
80000004	Illegal instruction – wrong CPU or trying to execute data
80000005	Division by Zero – infinity is not a valid integer value
8000000A	A line exception – 4096 opcodes aren't used in Amigas
8000000B	F line exception – inappropriate FPU or MMU opcode

AMIGADOS/WORKBENCH TROUBLE:

87000004	Unexpected message received – no Workbench start code?

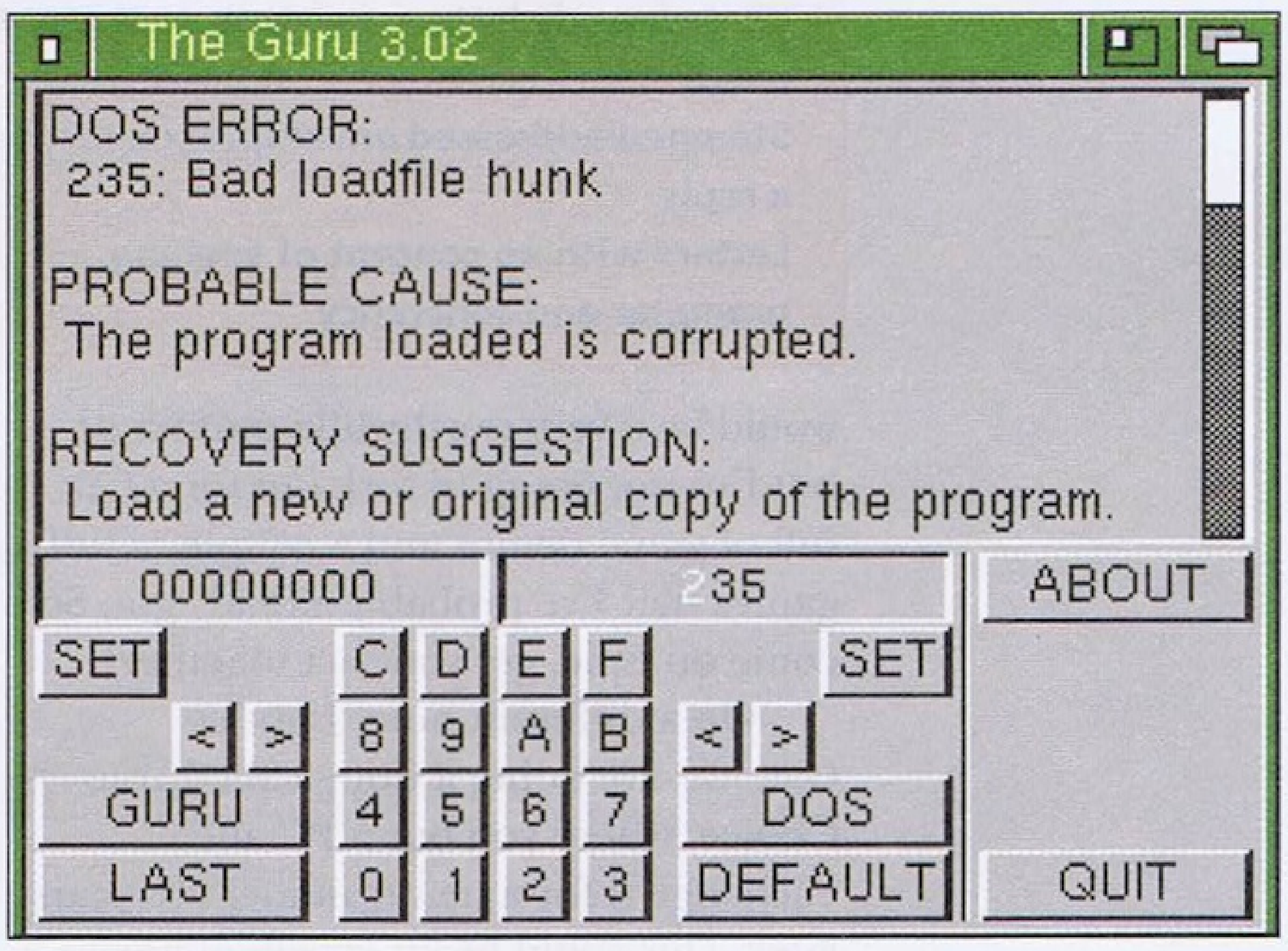
PROBLEMS WITH MEMORY:

81000009	Exec tried to free memory that was already free
0100000C	Total memory did not match free plus used space
81000005	The Exec Memory List has become fatally corrupted

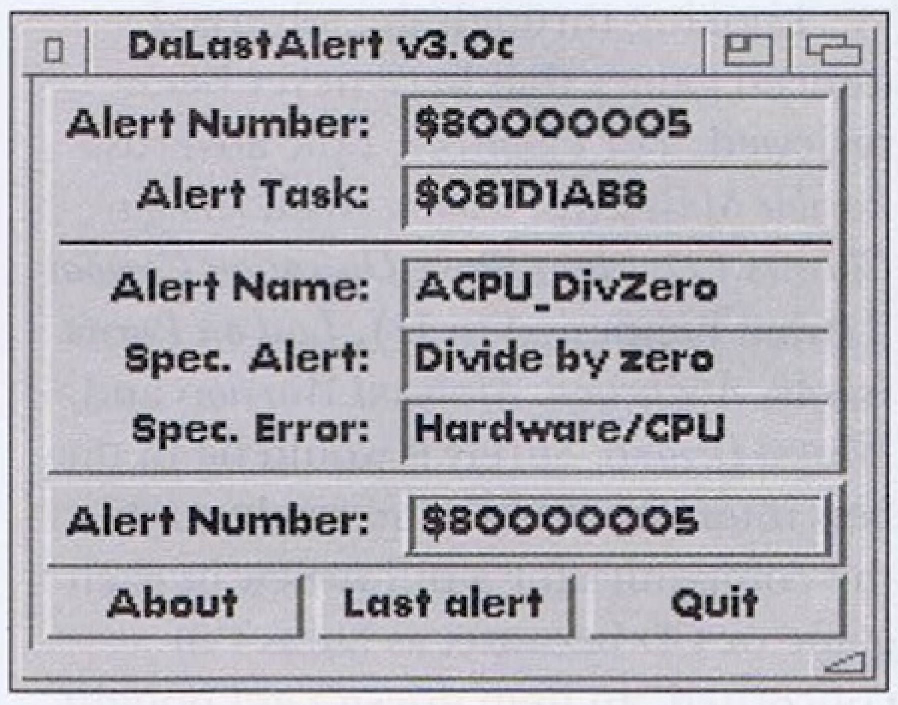
system software that found the fault, and standard fields later to identify the component and action concerned. The tables list prefix codes and the top ten Guru codes collected by Ben Hutchings and myself, although these depend on the CPU and programs you use.

The infamous Guru Meditation alert from Workbench 1.

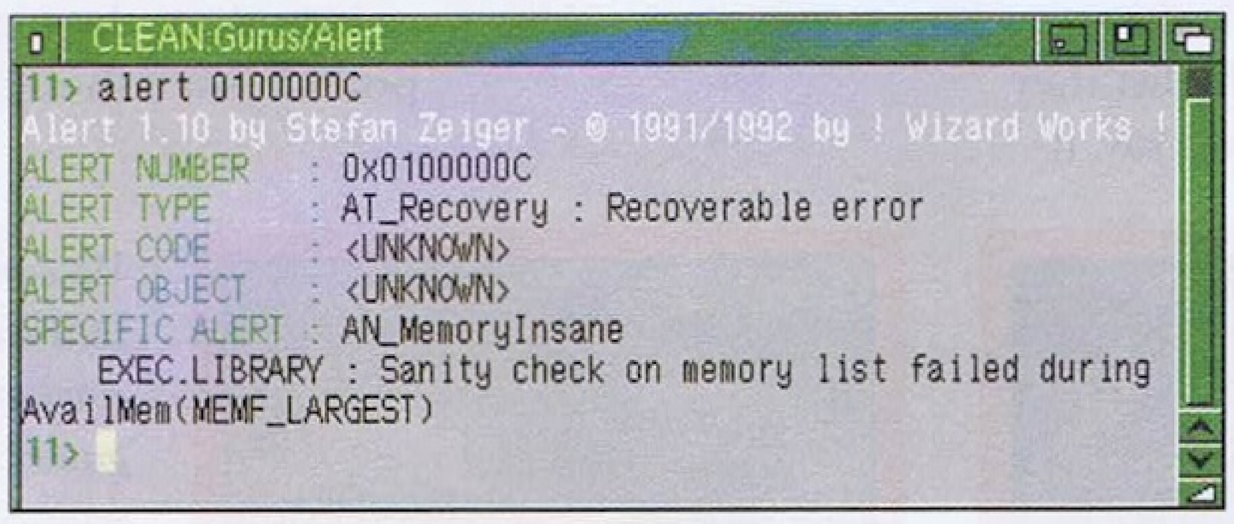




The Guru 3.0 can decode DOS as well as Alert reports.



DALastAlert offers textual descriptions for most alerts.



Badly-linked memory can cause Exec's 'sanity check' to fail.

RECOVERY

Recoverable alerts are less serious. These reports usually start with zero, have a yellow rather than red border and don't generally stop the task, though they still indicate a problem, so a crash may follow. *MCP* and *GuruLog* can help you work out the pattern of Guru alerts by keeping a file of gruesome details for later analysis.

When an alert is signalled, the system dumps processor register contents in low memory. These details are rarely useful unless it's your own assembly code that's failed, but they might help you identify odd addresses or faulty hardware – look for low or wild values in address registers.

AmigaOS parameters in registers A0, A1, D0 and D1 give extra information about system calls. A6 usually holds the base of the relevant system library and A7 may reveal stack over-runs or pointer corruption.

AlertPatch and its ilk offer extra information besides the task name and hex code when alerts occur. Other tasks might cause a properly-coded one to fail by passing mad parameters or writing into private memory, especially in the absence of *Enforcer* or *CyberGuard*. Even so, the task name is a big hint. To learn more, look up the code or let programs decode it for you. Utilities to do this include *GUI-Guru*, *TheGuru* and the Shell-based ALERT command.

Sometimes the system is in a ropy state by the time the exception is detected, and may fall over completely before it can report the details. In this case, Jürgen Larsen's *LastAlert* comes in handy, reporting details of the most recent alert, even after a reset. This makes it a prime candidate for the WBstartup drawer. The original begat *LastAlert2*, for Workbench 2, then *DALastAlert3*, with modern bells and whistles like localisation, AmigaGuide and TeX documents, plus a font-adaptive, resizeable GUI.

Alerts are normally accompanied by sound effects, configurable with *SoundChange*, *ARQ* and *UPD*. They appear on 15KHz screens, upsetting VGA rather than true multisync monitors, and are cured by *VGApatch* and *PromoteView*.

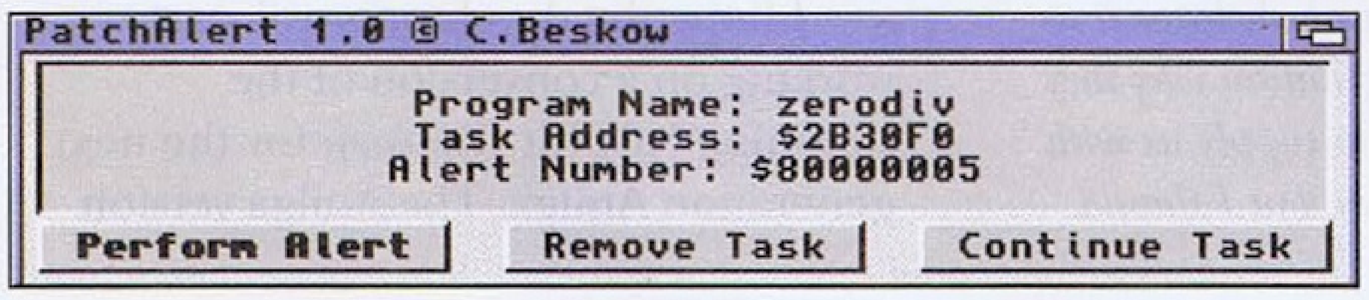
STACKING UP

Every program has a 'stack' for storage of temporary results. If this overflows anything might happen, but a crash is a likely result. This is a particular problem if patches extend the program, calling for extra stack space, or the application was ported from *Unix* where memory management expands task stacks automatically. *C* programs are especially greedy for stack space.

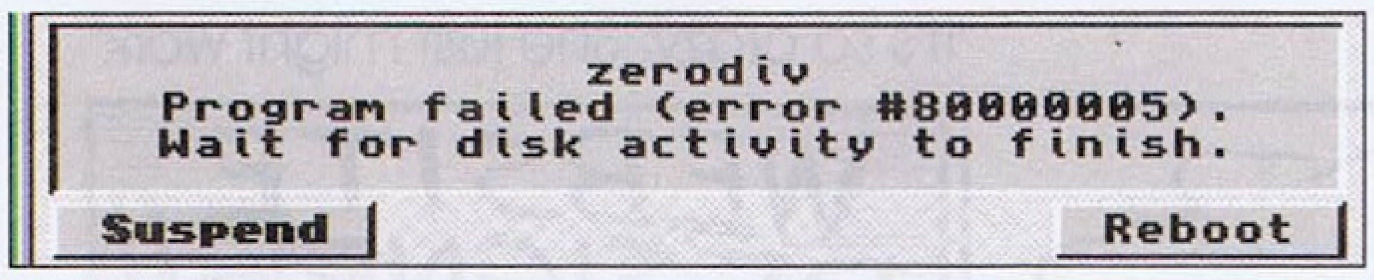
Stack space is inherited from the Shell launching a task, adjustable with STACK commands or in STARTUP files. Tasks that start from Workbench have a 'stack' info setting; mountlists also set a stack size. Boosting these values may fix Guru-prone tasks. *StackAid* patches Commodore's IPrefs and RamLib to give them more room to breathe. *StackAttack* is similar but more general.

BONNET CLOSED

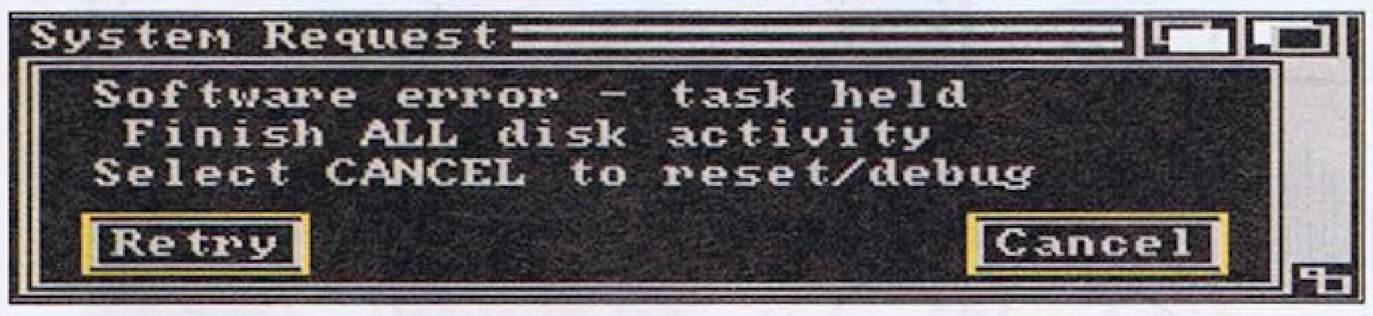
Phew! That's the end of this twelve-part look under the bonnet of Amiga systems. Meanwhile, if you have any other questions, write to: Workbench, Amiga Format, 30 Monmouth Street, Bath, Somerset, BA1 2BW.



Patch Alert helps to identify the culprit when the Guru strikes.



You can suspend tasks after Workbench 2 software failures.



If Workbench 1 says 'Task Held', a Guru is likely to follow.



ARQ animated requestors sweeten the pill of fatal alerts.



MailBag



Send your letters to: **Letters To The Editor • Amiga Format • 30 Monmouth Street • Bath • Somerset • BA1 2BW** or email: amformat@futurenet.co.uk – putting 'Mailbag' in the subject line.

SPARE US	SEND US
Ideas for adverts Amiga Inc. could make	Actual adverts you've made
Requests for old coverdisks	Ideas for new things for the disks
Chain bloody letters and junk mail sent by email	Ways to stop people sending chain letters and junk mail
Stamped addressed envelopes, expecting a reply	Good letters that we'll want to print and answer
Letters with no concept of spelling, grammar and coherency	Letters with some thought put into their subject and construction

BLEEDING OBVIOUS

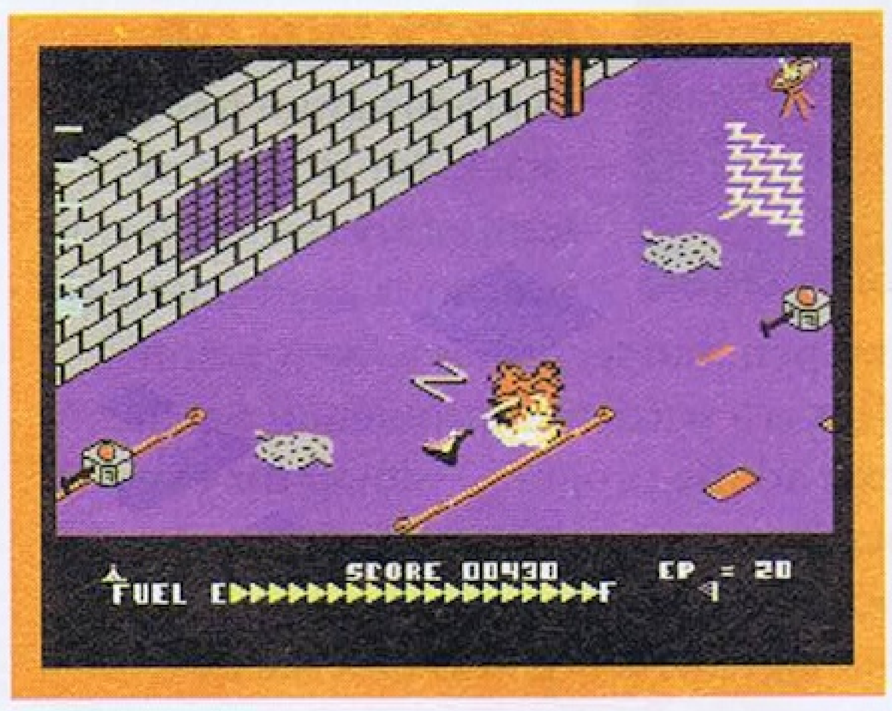
How come the games review pages sometimes look so thin? This is especially true a few issues back.

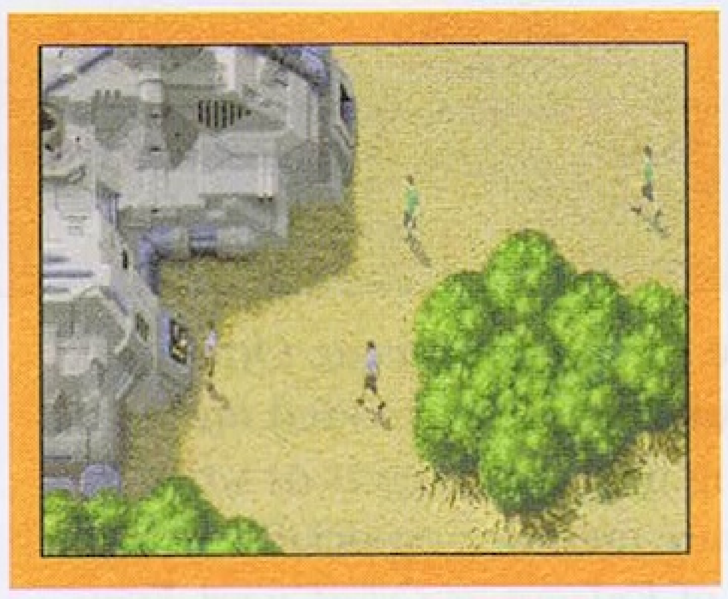
Looking through the adverts, I noticed games that have never been reviewed. For example, Epic advertise *Zombie Massacre, Pulsator AGA, Amiga Classics CD, Mega Blast, Operation Combat 2* (what happened to 1?), *Lost on Parrot Island, Abduction, Medievil Warriors* and *Wasted Dreams.* Surely it would be in the best interests of both the readers and the companies for a full review of each game or CD because, as far as I'm concerned, an item doesn't get bought by me until I've read the definitive *Amiga Format* review of it.

If it's because the publishers aren't sending them in, why not? Are they crap? Maybe *AF* should get on their backs a bit. A good example is the *Amiga Classics CD.* If half of the list they publish was full games like they say, it would be a very worthwhile purchase, but I'm not going to fork out for a CD full of game demos and a couple of full games that I've probably already got. So come on Epic, get your act together!

On a different note, I notice Gateway are doing a thing called Your Choice, where you buy a PC and exchange it for a newer model two years later. This could be an excellent way to re-introduce the new Amiga to the public. Just a thought.

Mathew Holler





If you haven't read a review, how do you know how good a game is?

We can only review the games that we have. Some companies have decided to sell games which haven't been reviewed, for whatever reasons, and don't send them to us to be reviewed. In these cases, I can only leave it to your imagination why they chose not to supply us with these games, but I should reiterate that we obviously can't be responsible for your disappointment if they turn out to be a complete waste of money.

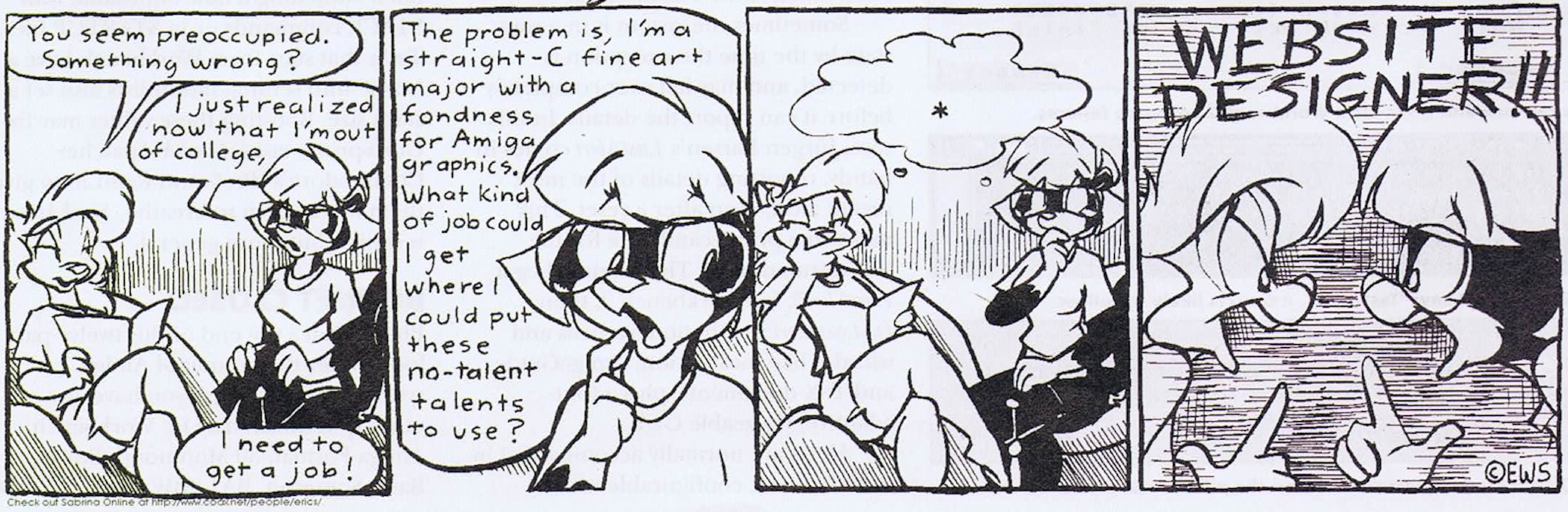
SOUND ADVICE

Firstly, I must say that the specifications of the MMC Media Chipset in the next generation Amiga are extremely impressive. The best thing is that the chip will be programmable for updates and OS5.0 is going to have a full Classic OS3.5 emulator to run old classic Amiga games with no slowdown.

That's great! I just hope the super Amiga will use the forthcoming six channel Dolby AC-3 digital surround, named DDEX and produced by Dolby Laboratories Inc. in co-operation with the producers behind the *Star Wars* trilogy. Hopefully Amiga Inc. know perfectly well what to do. I trust them.

I hope the developers will start working on a conversion of the smashing N64 hit *Goldeneye* for the next generation Amiga. The Amiga version

Sabrina Online by Eric W. Schwartz ©1998 "It's so crazy, She just might work"



Check out Sabrina Online at http://www.coax.net/people/erics/

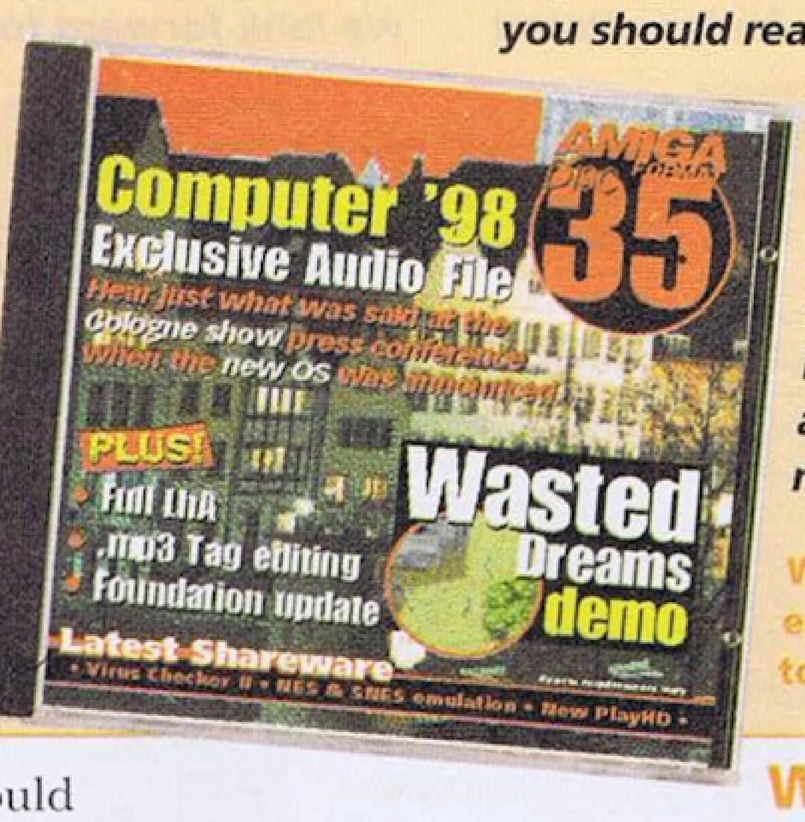
SERENDIPITY

A few years ago I had an idea to write a sort of computer book for my children. Not being a programmer, I bought a slideshow generator from a PD house, but I couldn't use it properly – the text was very small and red and it didn't do what it was supposed to so I shelved the idea. Last week I was going through *AFCD33* and I came across a drawer in the ReaderStuff drawer marked Bob_Hindle. In it was exactly what I was looking for – a graphics tutor/slideshow generator. How could I have missed it? I thought, but looking back through the mag I found that there was no mention of it.

Why not? It is perfect and simple to use and you can even change the startup sequence to suit your own slideshow in three easy steps. What I need to know is, if I use it to write a children's book (I've already started) where do I stand if I want to release it? If I mention it was created using Bob's software, will I be okay?

Finally, to be sure of a CD copy of the mag I have to order it from my newsagent. He only stocks the floppy disk version and unless specifically asked for, the CD version doesn't make it to his shelves. I would subscribe but you only do subscriptions as a lump sum, six months or 12 months. Why can't you do direct debit monthly?

Mrs. R. Hoyle
Blackpool



Sorry, but as there are around 25,000 different things on every AFCD, it would be impossible to mention them all in the mag unless it was about three times the size and dealt purely with the CD. I'm glad you found something of use to you, and you should really be thanking Bob. As for subscriptions, there may well be some new offers being sorted out soon, but as far as I understand it, monthly direct debit is impracticable because of the increased amount of administration. I don't know any magazine that offers such a scheme.

We've got so much crammed onto each *AFCD* that it would be impossible to list it all in our Coverdisc pages.

(NG Amiga only) of *Goldeneye* should include speech of the actors, as well as the normal text. It would be amazing!

On a more serious side, Kato Development Group should work on the *SoundStudioNG* for the new Amiga, using the Wavetable MIDI instruments and the 24-/32-bit DDEX sound of the MMC chipset, amongst other things. It would make the Amiga the first choice for professional music composition.

Helge Kvalheim,
Norway

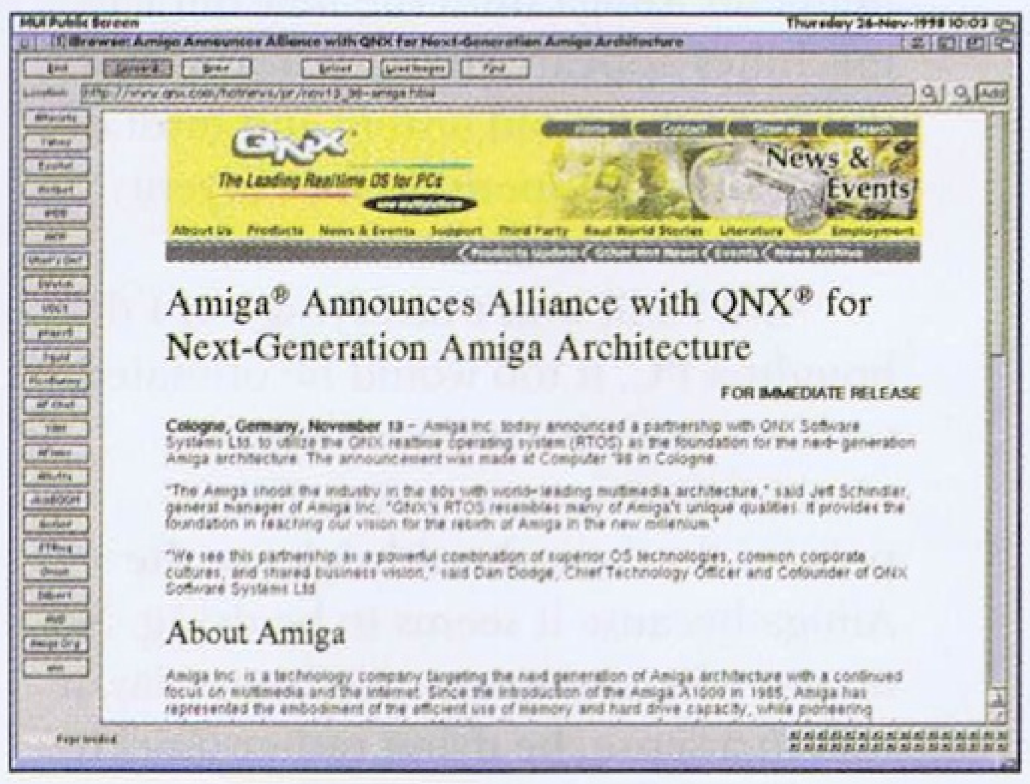
Your point about the sound capabilities of the new Amiga is well taken. Let's not forget that making music is a popular pastime for Amiga owners. As for a conversion of Goldeneye, *I don't think games companies will be in the business of porting what by then will be old hat games when the new platform will be capable of so much more. The licensing arrangements for* Goldeneye *would prohibit it anyway. It would be far better for games companies to create truly new, breathtakingly awesome games.*

For all the latest details on the specifications of the new Amiga, keep checking Amiga online sources and, of course, our news pages each month.

WHAT ON EARTH?

I've just seen the announcement on the Amiga International web page about OS4.0. Please tell me exactly what RTOS offers to the future Amiga if it won't be backwardly compatible with the so-called 'Classic Amiga' because I'm totally lost. The RTOS system looks good on its own, but I thought that backward compatibility was a top priority. Perhaps I was wrong.

If applications can't be run without an emulator, even a transparent one, then what's the point of continuing with the Amiga name? Amiga Inc. might as well just create an entirely new system and sell that, dropping


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About Amiga

the Amiga. I don't (obviously) have a solution to all this, as starting an OS from scratch would not be practical; I'm just pointing out some concerns I have

Continued overleaf ➡

Snippets:

With reference to your technical helpline, I've used it and found it marvellous. Also, could you sell your tutorials in any form (even A4 paper photocopied)? The mag's not bad too.

J.B.L

Well, thank you for your kind words. Unfortunately, a lot of people misuse it. It's basically done out of the goodness of our hearts, but many people still seem offended if we don't know the answers to their questions off the top of our heads.

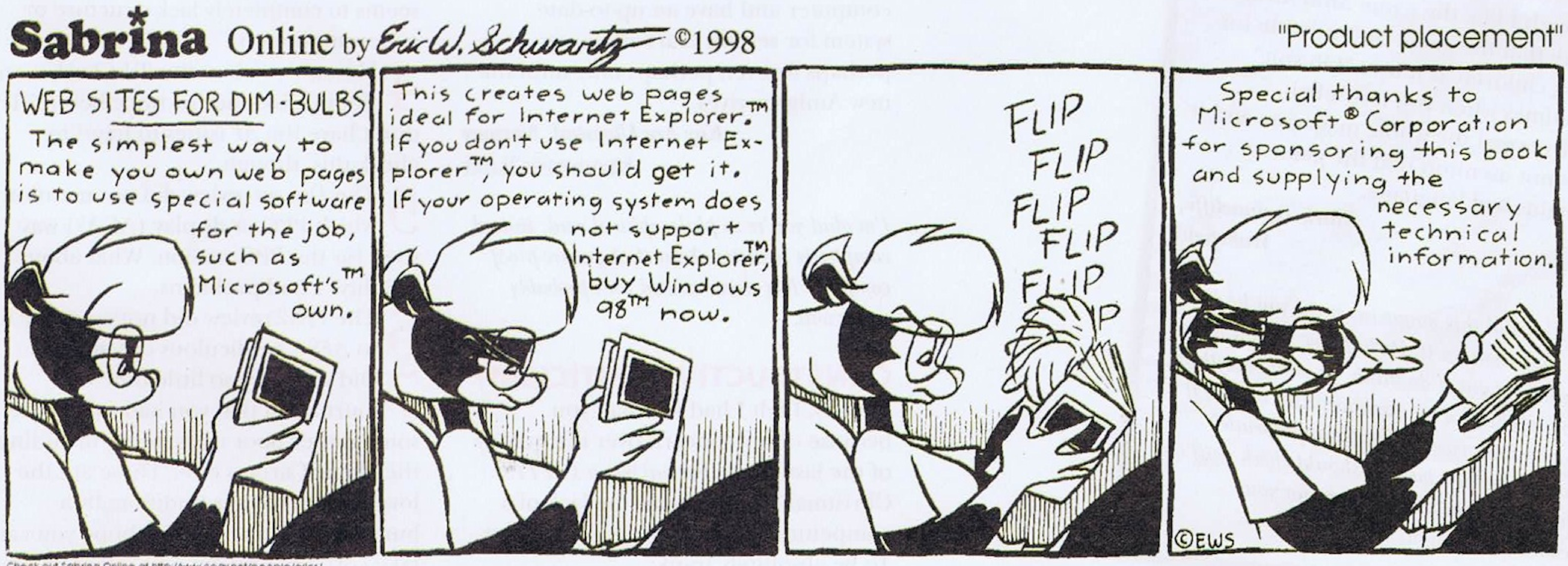
There's no point ringing up asking about the Dip switch settings on some printer as we aren't going to be able to tell you over the phone. Neither can we spend three hours on the phone helping people because they can't be bothered reading the manual to some software they're having problems with, or because they don't actually read the magazine. Some people ring up and ask for phone numbers to companies who advertise in the mag every month!

I don't think we'll ever sell tutorials in any other form. If you've missed one, we usually have back issues for at least six months so you can always contact customer services on 01458 271102 and order one.

I would just like to say what a brilliant company Eyetech are. I wanted an A1200 for Christmas and Eyetech have sent one in perfect working order and it has served me well since I chucked my A600.

M. J. Galvin
Albrighton

Well, I'd like to think that companies who advertise in Amiga Format do sell stuff that works! Thanks for your comments though.



Check out Sabrina Online at http://www.coax.net/people/erics/

(or one of them, at least) about the use of RTOS as a basis for AmigaOS4.0. I think a little more thought has to be put into the construction of the OS and how this relates to backward compatibility before any new project is embarked upon. Thanks for listening.

Finn Lawler
mrhalibut@usa.net

Well, I'll assume that you've read our QNX feature from earlier in this issue (we're always one step ahead, you see). Basically, I think the idea is that backward compatibility (i.e. old software running on the new machine) can always be handled by emulation. It isn't a perfect solution, but at the processor speeds the new platform is depending on, it shouldn't be a problem.

I think it's quite sensible to, in effect, completely redesign the Amiga. The advantage the Amiga always had over the PC was that it was designed in the '80s, not the '60s. A rethink of that design can only be a good thing.

In terms of upgrading your existing equipment to the new OS, QNX isn't inherently platform dependent. There's no reason why it couldn't be made to work natively on PPC Amigas, or possibly even on 68K machines. Whether that will happen remains to be seen.

ADVICE HEEDED

After winning the readers' contribution £50 prize in the December '98 issue of *Amiga Format* for *Magnum Opus 3.0*, I decided to put it to good use. Taking Ben Vost's advice, and that from other Amiga users I know, I finally got myself online with the aid of the *NetConnect 2* package. I've only been online for just over a week and there's a lot that I'm still learning about it, such as various ways that things work and the terminology used.

My only regret is that I wish I'd done this ages ago. For those who think the Amiga is dead, get connected *now* – it's a whole new world that you just wouldn't believe. I spent a total of 11 hours last weekend going through various Amiga-related sites and I've only scratched the surface of what's available. I can now put to good use the several weeks I spent learning HTML and I'll have a support website for *Magnum Opus* up and running soon. My advice to any Amiga user who's having doubts about getting online is to do it – I promise you won't regret it.

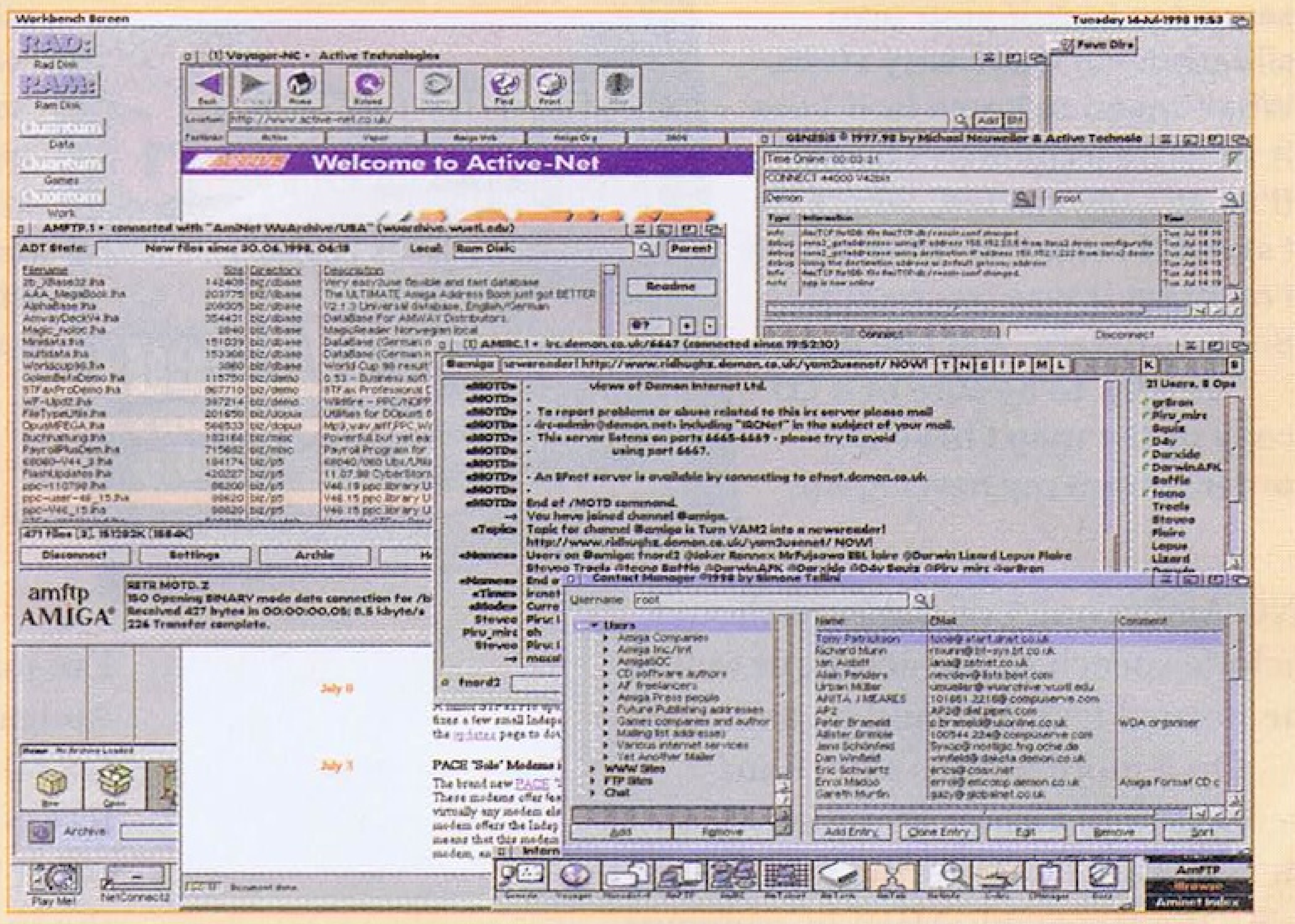
If you're worried about the phone call costs, I have three bits of advice. Make sure you put your ISP number as your "Best Friend" on BT's Friends & Family discount plan to get 20% off. At the weekend that works out to just 48p an hour; ten hours for less than a fiver seems good value to me.

Don't keep logging off and on as you'll be charged 5p minimum each time. If you want to keep a check on what you're spending, there's a page on BT's website that'll give you an up to date running total of your bill. It can be found at: http://www1.btwebworld.com/shopathome/campaign/concrete/viewmybill/index.html

The *NetConnect 2* package comes highly recommended, as does Prestel as an ISP.

Richard Lane, Colchester

Well, I suppose someone had to listen to Ben's advice sooner or later. I'm glad you're happy and we look forward to seeing more of your work.



Getting online can give your Amiga a whole new lease of life.

FORTUNA FAVET FORTIBUS

During the last year I've spent a small fortune on my Amiga. I've added an Epson printer, SVGA 15" monitor, an ISDN terminal adaptor, a top-end PPC card plus memory, a huge 16Gb hard drive, a Power Flyer, a 24x CD-ROM and a lot of smaller hardware products. I've also bought loads of software.

Now I see *CU* folding, Vulcan leaving and a lot of bad attitude spreading throughout the Amiga community. Where does this leave me and my huge investment in my ageing A1200? Shouldn't I be crying and cursing my own stupidity that I didn't spend the money on a brand new, top-end PC instead? No.

You see, it doesn't matter that the Classic Amiga will be more or less dead within one or two years. I'll still be able to use my machine and it will remain a high-end Amiga until the new miracle machines appear. Then I'll buy one of those, ditch my old system and most of the money I've spent on my current system will be wasted.

And I still won't be crying – if I'd bought a PC, it too would be outdated within a year and software support would have become sparse. So, my point is that one shouldn't leave the Amiga because it seems to be dying. No matter what computer you buy today, it will, in a sense, be dying rather quickly.

The days when you could buy a computer and have an up-to-date system for several years are gone; perhaps forever, perhaps only until the new Amiga arrives.

Kay Are Ulvestad, Norway
kayulves@c2i.net

I'm glad you're so philosophical and, indeed, completely realistic about it. A future-proof computer has never existed and probably never will.

SUGAR!

Although I like the game *Mini Arcanoid*, I think that the game isn't suitable for young children as it uses "Oh shit" sometimes when you lose a ball.

I've read the whole magazine and it does not mention that the game contains bad language.

Mark Turnacliffe, Wakefield

Neither did this magazine until you had to go and mention it. Perhaps we should have pointed it out. I do think, as with everything you might find on our coverdisks or CD, if you're concerned about "inappropriate" language then parents should check stuff out for themselves first. Thanks for your comments though.

CONSTRUCTIVE CRITICISM?

Frankly, I felt I had to email you because of my concern over the quality of the last *Amiga Format* issue (*AF118*, Christmas '98). It seems the lack of a competitor (*CU*) is having a bad effect. To be absolutely frank:

1 The three page "interview" about the Cerberus was basically a free advert for Weird Science and Blittersoft's PC. It wasn't even journalism, such was your "indifferent" unprobing attitude – probably because you didn't want to insult two pretty big advertisers.

2 Six pages for "The year that was 1998" – far too much space for what little insight (if any) you had to offer on *old* news. A space filler.

3 The *GoldEd 5* review: What the hell is "linger click"? Half the review compares it with *Win95* and *TurboText* – this is irrelevant if it is logically and consistently designed, and works. Ben Vost slams it, does not mention many features, then gives it 80%! The review seems to completely lack structure or coherent thought.

4 Haven't you had the *TeleChubbies* on floppy disk once or twice before? I don't have the *AF* issues to hand to check this, though.

5 The *Descent* review did not mention which PPC or display (AGA?) was used for the PPC version. What about stability? I had problems.

6 The *PFS2* review did not compare it to *AFS* – a ridiculous oversight.

7 Did you have so little time for journalism that you had to include some rather poor news items, including the Magic Carpets one? These are the low-lights of what is traditionally a bumper Christmas issue. I hope you can take corrective action on what seems to

THE EMPIRE STRIKES BACK

I bring tidings of woe – my family have been lured to the Dark Side by my father, despite my repeated warnings that they were tempted by false promises, such as "MultiMedia" and "Plug 'n' Play", whispered by the Dark Side. They will learn the hard way, for when the sound card doesn't work and they come crying to me with pleas of "What's this set blaster thing?", I shall not help them. And when It crashes, I shall not help them.

But in four months, when their Dark Side machine is no longer powerful enough to do anything, they will come to me and I will show them back to the Amiga where it has lain forgotten and they will rejoice, and play *Swos*, and wonder how they were ever led astray.

The Force be with you.

James Rollison
via email

Swos is still the best...

be the cumulative effect of no competition and low staffing levels.

I had a look at how much relative work everyone did on this issue and it turns out that Nick does 29%, Ben 19%, John 13% and Dave C. 11%. No wonder the quality of the magazine suffers when 72% of it is written by four people. I understand AF *must* be profitable, and just hope you will redouble your efforts and redistribute the workload better.

Chris S. Handley, BEng (Hons) in Electronics (Computers), AMIEE, studying for MSc in Digital Systems at the University of Hertforshire.

We're always open to fair criticism. To answer some of the points you raised:

1 The point of the interview about Cerberus was to help people understand what the product was. Since we'll never be reviewing it, it's about the only way many of our readers could find out not only what it is, but also why Weird Science and Blittersoft have created it. I'm sorry if you were disappointed by it, but I'm afraid we were unlikely to subject them to a Paxman-style interrogation because, quite simply, they wouldn't have answered any questions. What questions would you have us ask?

It's very easy to be cynical too. If you believe that everything we do in the magazine is governed by who's advertising with us, I don't really know why you bother buying it at all.

2 Sorry, I'll try harder. Some people like such features though, believe it or not.

3 I'm sorry if the term confused you and perhaps Ben could have explained it better (it means to click and hold), but I still think it was easier to work out than, for example, your letter. Who are "Wierd Science", what is the "cerebus" and in what language does the word "abour" make sense? Maybe we sometimes fail to be as clear as possible, but I'm sure an entire issue of Amiga Format *has less ambiguities and mistakes than there were in the uncorrected email you sent us.*

4 If you can't be bothered to check your facts then why should I be bothered to reply to the question?

5 As I think was made abundantly clear, by the boxout if nothing else, it was tested on a variety of processors, using the CV3D card. Perhaps you missed that bit.

6 The PFS review didn't compare it to AFS as AFS is no longer available and PFS is basically a later version of the same thing – it isn't competing with AFS. AFS was mentioned in the review quite a lot anyway. I don't understand your point here.

7 I'm sorry, but are you saying that writing news stories about new products is somehow not "journalism"? May I ask what you expect to find in the news section of the magazine? I highly recommend the Mouse Rug, as it happens – it's a unique Christmas present. Yes, there are fewer competent writers in the Amiga market, yes, our budgets are very tight and I agree with you that we might seem a little overstretched. However, this basically just means we're working harder, not that we're not spending the necessary time on the work that we do.

So, in conclusion, I can't actually see what it is you're complaining about. I get the same way sometimes. I occasionally get deeply upset about the appalling standards of education in this country that allow someone to get to graduate level without being able to spell common words or string together a coherent sentence. And if I knew where the University of Hertforshire (sic) was, I'd write to them and tell them.

Continued overleaf ➡



Do you think the quality of *Amiga Format* is slipping? Send your opinions to the usual address.

BLITZ AND BOBS

Please could you review the *Blitz Basic* book which has been out for some time now? I think it can be obtained from Canada but I'm not sure who from.

I've heard that some people are grouping together to take over the development of *Blitz* to produce a new version, to be called *Pheonix*, I think. Is this true? Myself and many others I've spoken to think that the old Amiga logo (the one with the tick) is miles better than the boring (boing) new one. May I suggest that *AF* run a poll in the next questionnaire on this subject, before the new machine is released, as the Amiga's image to a heathen public is important.

Please correct me if I'm wrong, but AI still haven't named the processor they're going to be using for the new machine yet, have they? Perhaps when they do they should christen it the Alien processor. Could you perhaps put *Bars and Pipes Pro* on the CD, with a Hammond organ (JTQ) sample? It was given away by *AF* many moons ago.

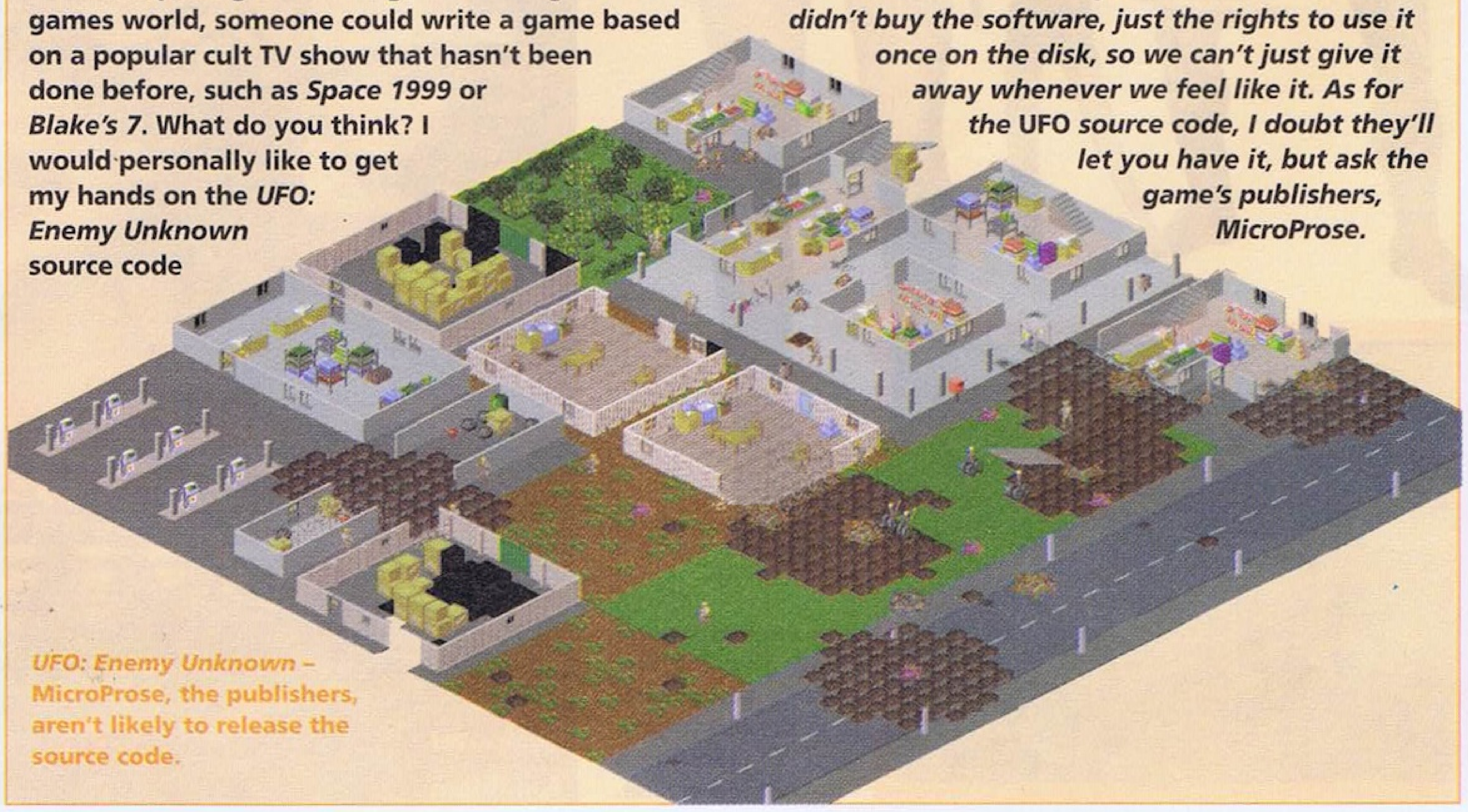
Perhaps to get the Amiga noticed again in the games world, someone could write a game based on a popular cult TV show that hasn't been done before, such as *Space 1999* or *Blake's 7*. What do you think? I would personally like to get my hands on the *UFO: Enemy Unknown* source code to update and make improvements, but how would I go about obtaining it?

Jason Kelly
London

We aren't aware of any current book about Blitz, or indeed of plans to revive it. If anyone is involved in such a project, perhaps they could contact us and let us know. Maybe Amiga Int. should come up with a whole new logo for the new machine.

You don't seem to give any compelling reasons for calling it "Alien", which is an odd choice if you ask me. In any event, the chip's manufacturers will be in charge of naming it, not Amiga Inc.

I'm afraid there's no chance of re-releasing* Bars and Pipes*, or indeed any of our previous coverdisks. Why didn't you buy the issue when it first came out? The reasons are simply logistical and financial. Many of the companies who produced such past giveaway classics no longer exist or are now owned by MicroSoft. Also, we didn't buy the software, just the rights to use it once on the disk, so we can't just give it away whenever we feel like it. As for the UFO source code, I doubt they'll let you have it, but ask the game's publishers, MicroProse.



UFO: Enemy Unknown – MicroProse, the publishers, aren't likely to release the source code.

EVIL RESIDENT ON CD?

A few days ago I was looking through some of your great *AFCD*s and on *AFCD28*, in the Reader Requests drawer, I came across a drawer called *Resident Evil*. I looked at the readme file for it and, lo and behold, it said Amiga *Resident Evil* demo. Excellent! I thought.

I loaded it up to find the same sounds and graphics scenes from the PlayStation hit. Even though this was only an early demo version, contained only a few rooms and didn't have any animation, it was still an applaudable effort. Isn't this how *Amiga Quake* started, as a clever demo? So come on ClickBOOM or Vulcan, get a licence with Capcom to convert this great game. It would certainly get a few people interested.

Another thing is that you don't need a mammoth system to play it. The demo on your CD ran perfectly on my 68020 6Mb RAM A1200. Alright, a fuller version might need a bit more with animations included, but it is only a graphical adventure after all. Do you know if this Amiga *Resident Evil* has got any further, and if so could you put another demo on your CD? I would be interested to see such a thing.

Finally, I would just like to say that I also have a PlayStation for games but I still use my Amiga for the same, if not more, amount of time for games.

Philip Williams, West Sussex

HYPE IT UP

Given that it won't be until late next year that Sega's new Dreamcast is released over here, the amount of hype, speculation and general anticipation for the machine is unbelievable. Most of this stems from only a few announcements and brief demonstrations of the machine's graphical abilities. It seems that Sony may have a fight on their hands.

Now taking into consideration that the new Amiga is due out late next year too, doesn't it seem like it's about time Amiga International made a few announcements to the general computing press, as opposed to just the few remaining Amiga magazines? What I'm saying is that nobody really knows what's happening with the Amiga because nothing is being announced to anybody but us. For the new Amiga to get anywhere, it has to be hyped to Hell and back.

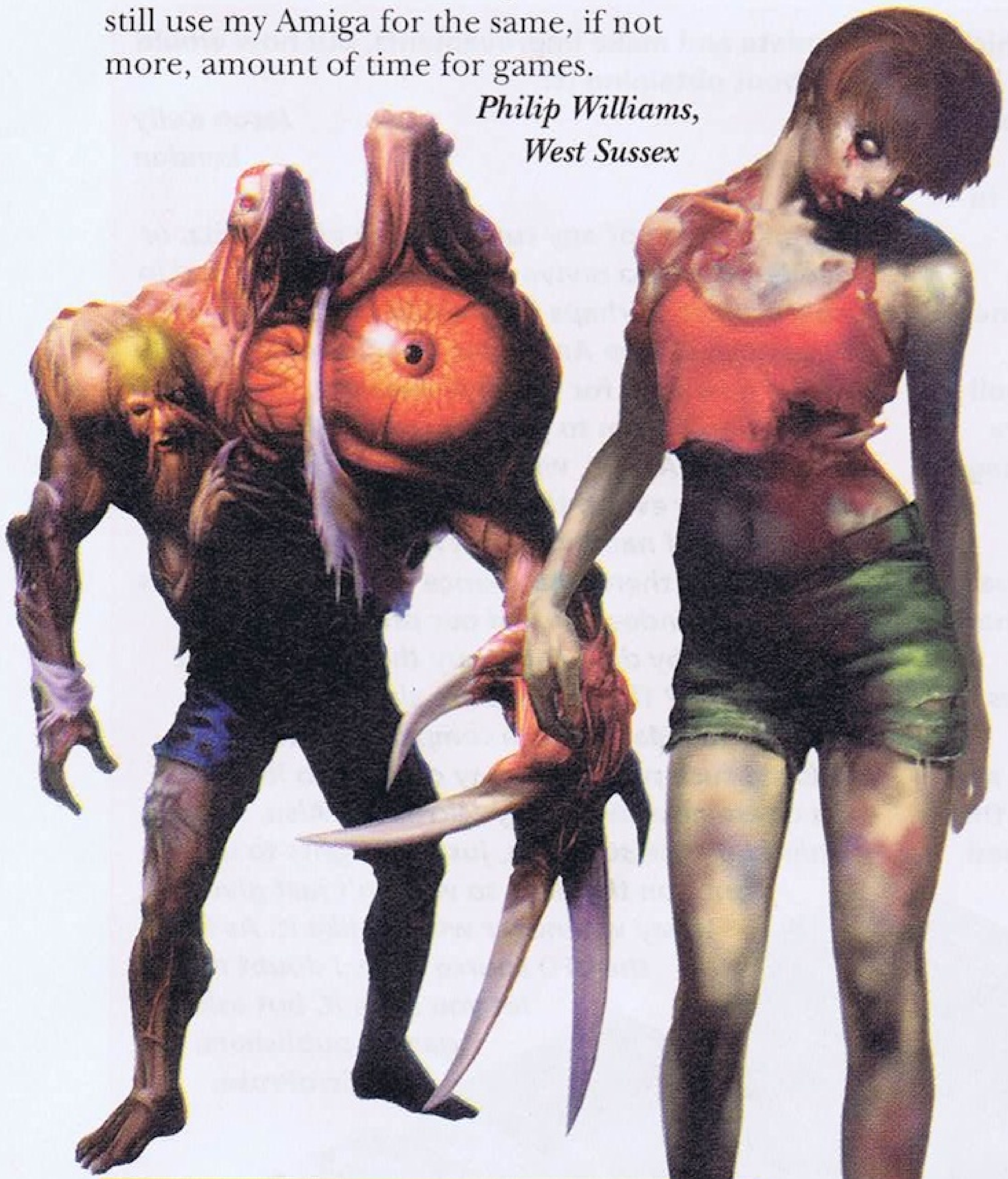
We need a few announcements about what the machine will be able to do, how it will be able to kick the ass (hopefully) of any PC on the market, and that it will (again, hopefully) be the cheapest and most powerful home computer available.

Such announcements would do a lot to get the attention of people who have long labelled the Amiga as being dead. Similarly, the attention of the many established game developers should be grabbed in a way that would make them really want to program for the new Amiga. Most of them started out on our beloved machine so tempting them back to what gave them so much wouldn't be too hard if they had exactly what they needed to work with. Much more than just the release of a machine with a few adverts is going to be needed if the Amiga is going to get back to where it deserves to be.

I wait in hope of what Amiga International's plans are regarding this matter and I'd be interested to hear what other readers think.

Mark Harrison, Sutton-in-Ashfield

I guess Amiga Inc. need to have more concrete plans and details of the hardware before they make such claims, otherwise they'll be lost among the sea of others who are constantly hyping stuff which won't exist for years. It does make you wonder what they're up to though, doesn't it?





***Resident Evil* on the PlayStation (below). It could be dead good on the Amiga too. Geddit? Dead good? Hee hee!**

I'm afraid it isn't up to us whether anyone decides to licence and publish an Amiga version of the game, though it has been very successful on other platforms and it certainly seems possible to do on the Amiga.

SLOW DOWN

First of all, thanks for a great magazine, but I have a quick moan. Does anyone have any idea how hard it is to be a young Amiga user? I'm 14. I earn £10 a week. I have a bog standard A1200, except for a 170Mb hard drive and a 2x PCMCIA slot CD-ROM drive, and I'm fed up of never being able to afford anything. Even putting my Amiga in a tower is about ten week's pay, not to mention accelerators and such like.

The point of this letter? Not all of us can afford super fast accelerators, so please could you put software on your CD that will run on a standard A1200 while not leaving out the lucky ones with fast Amigas? Also, could I have some advice? Do I save up and buy a new Amiga or do I add stuff to the A1200? If I add stuff, any idea where I can get cheaper accelerators, etc?

Tim W, Surrey

The software we review, and the software we put on the CD, isn't designed or commissioned by us as we merely cover what other people have created. Not all software demands a super fast processor and lots of memory, but some things do.

Take the Fantastic Dreams *software reviewed in this issue. It isn't that the programmers have decided to only support those people with an '030 and lots of RAM, it's just that the software simply wouldn't be possible to create without those things – if you want to play about with graphics, you need lots of RAM. For cheap add-ons, you should scour the reviews and the Reader Ads section in this very issue.*



Playing around with graphics, like in *Fantastic Dreams* (right), requires a powerful machine.

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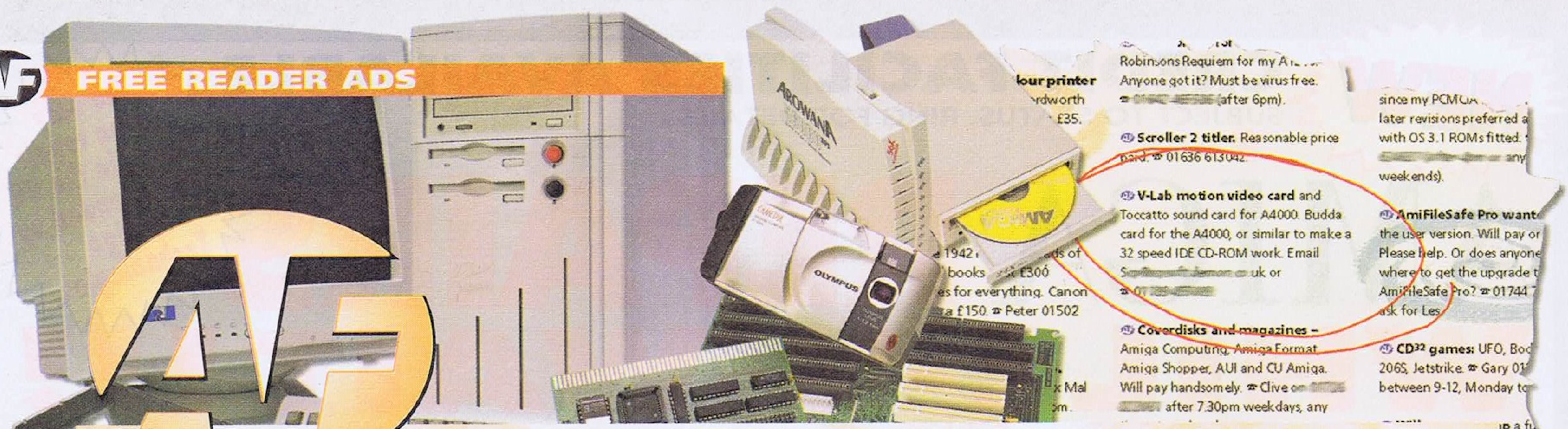
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New Amiga sound and demo association seeks input, contacts, support to form a user group based around the Amiga music and demo scene. Interested? ☎ Daev 01243 864596 or 0961 985925.

Do you need/can you help with the Amiga at all levels? If so, ☎ Terry 01709 814296.

West Lancs Amiga User Group meets Sundays 1pm-4pm at St. Thomas the Martyr School Hall, Highgate Road, Upholland, Lancs. ☎ Stephen 01695 625063 or Ralph 01695 623865. Email ralph@twiss.u-net.com.

New Northern Dales user group. Would anyone interested in joining/participating in a new group in the Catterick/Rickmond area contact Ian Aisbitt. Email iana@zetnet.co.uk or ☎ 01677 4505646 (between 9-5, Monday to Friday).

Medway and Maidstone Amiga Collective. Monthly meeting, monthly news guide, advice at all levels, beginners welcomed. ☎ David 0961 809466.

Any Amiga users in Leicester wanting to set up a user group? Please write to S. J. Webb, 3 Gregory Road, Barlestone, Nuneaton, Warks, CV13 0ET or email sjwebb@mailexcite.com.

Are you interested in helping other Amiga users? Are you stuck on a particular aspect of the Amiga (hardware/software/etc)? If so, join the free Amiga helpline. ☎ Terry 01709 814296.

South Wales? Anyone in the Llanelli/Carmarthen area interested in an Amiga user group or club, or just a chat and advice? ☎ Owen 01269 861438 (Llanelli area).

New user group starting up for programmers. If you're interested in Basic, Amos, C or Java, ☎ Ross 01705 645311 (afternoons or evenings).

Greenford Computer Club. 180 Oldfield Lane South, Greenford, West London. Meets: Thursdays 7-10pm. All welcome. Anything Amiga. ☎ Richard Chapman 0181 9988599 after 7pm weekdays, all day weekends, or email if97rrc@brunel.ac.uk.

Kickstart, Surrey Amiga user group. Meets last Monday of month in Ottershaw, Surrey. All Amiga users welcome for fun, help and general Amiga usage, tutorials and Amiga surgery. ☎ Rob Gilbert 01932 562354 or email gilbia@arrakis.u-net.com.

Anyone interested in opening a club in the Plymouth and Sounding area to swap and chat in, helping each other out? ☎ 01752 268386 or 0958 910296.

United Amiga User Group, est. 1986. Non-profit making. Offers: magazine, book, free PD, digitising, scanning, helplines, technical support for A500, A500+, A600, A1200. Free membership. ☎ 01788 817473, 7pm-9pm, for details.

Italian Amiga CD-ROM user group. Write for news: Casella, Postale 7009, 47100, Forli 7, Italia, or email amigacdc@lycosmail.com.

Norwich Amiga Users Group meets alternate Tuesdays at the Belvedere Community Centre, off Dereham Road, Norwich, at 7pm. Anyone welcome. ☎ 01604 867663.

Are there any Amiga users in the east Manchester area – Ashton, Hyde, Stockport – who want to start a user group? Is there anyone out there? ☎ Paul 0161 3686433.

SEAL, South Essex Amiga Link. Meets twice monthly at Northlands Park Community Centre, Basildon, Essex. Phone or email for dates and directions. Offers help, advice and tutorials and presentations on popular software and hardware. Also scanning, printing, email and a quarterly 36 page A4 magazine. Contact Mick Sutton, 20 Roding Way, Wickford, Essex. ☎ 01268 761429 (6-9pm). Email seal@thunder.u-net.com or visit http://seal.amiga.tm.

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Game, Sheffield Town Centre.
☎ 0114 2729300.
Sells various Amiga games, utility disks and other items of software, and it's also possible for customers to reserve games in advance.

Swops, Corner of Bold Street, Fleetwood.
☎ 01253 776977.

USA +001

A.D.A. Computers, 11770 Stucki Road, Elberta, AL 36530. ☎ 334 986 8428, fax 334 986 6308, email adfarm@gulftel.com

TLAS, PO Box 30499, Midland, Texas, 79712.
☎ 915 563 79712.
Games software, some hardware, 100% Amiga. Very high quality software.

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Send entries to: Shopwatch • Amiga Format • 30 Monmouth Street • Bath • Somerset • BA1 2BW.

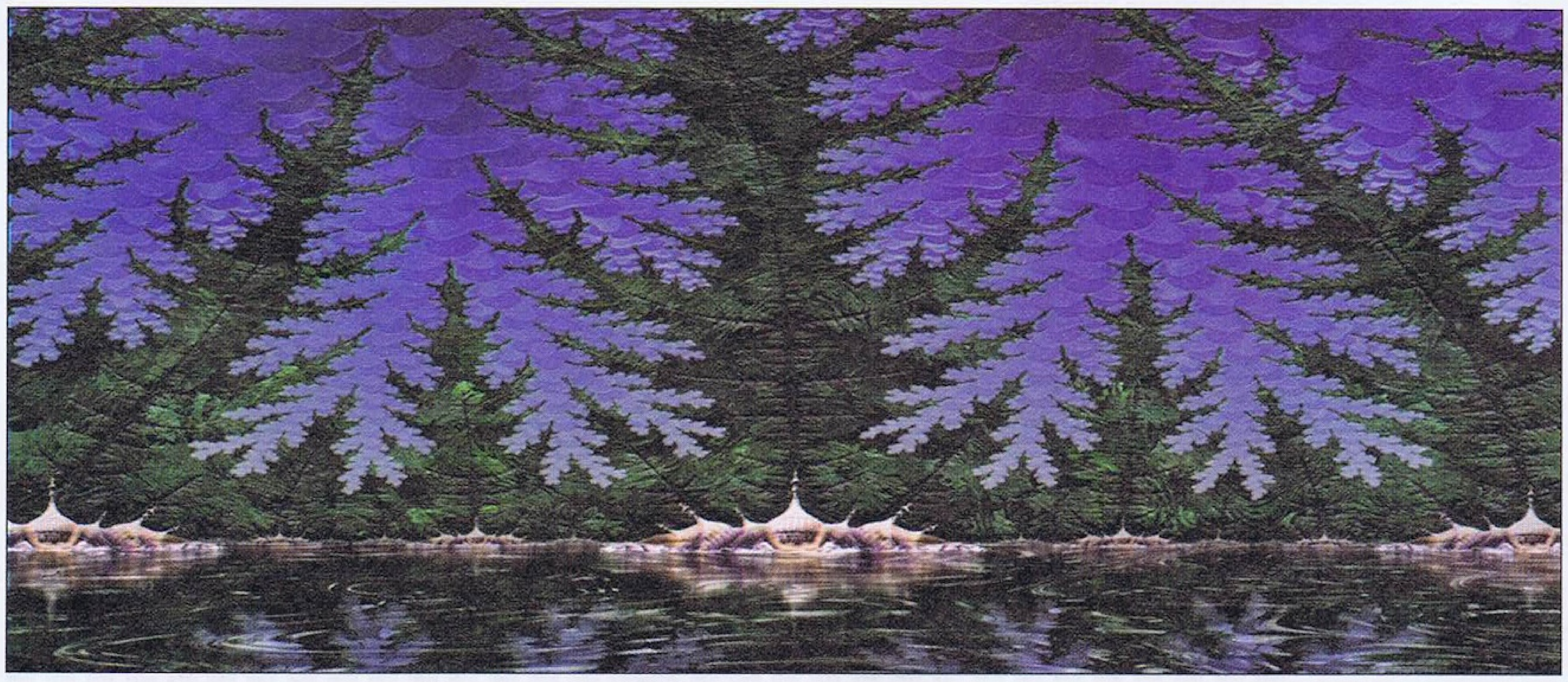
The Gallery

ON THIS MONTH'S CD

AFCD36:-ReaderStuff-/-Gallery-

Ben Vost peruses your entries to The Gallery this month while stroking his chin and saying, "Hmmm…"



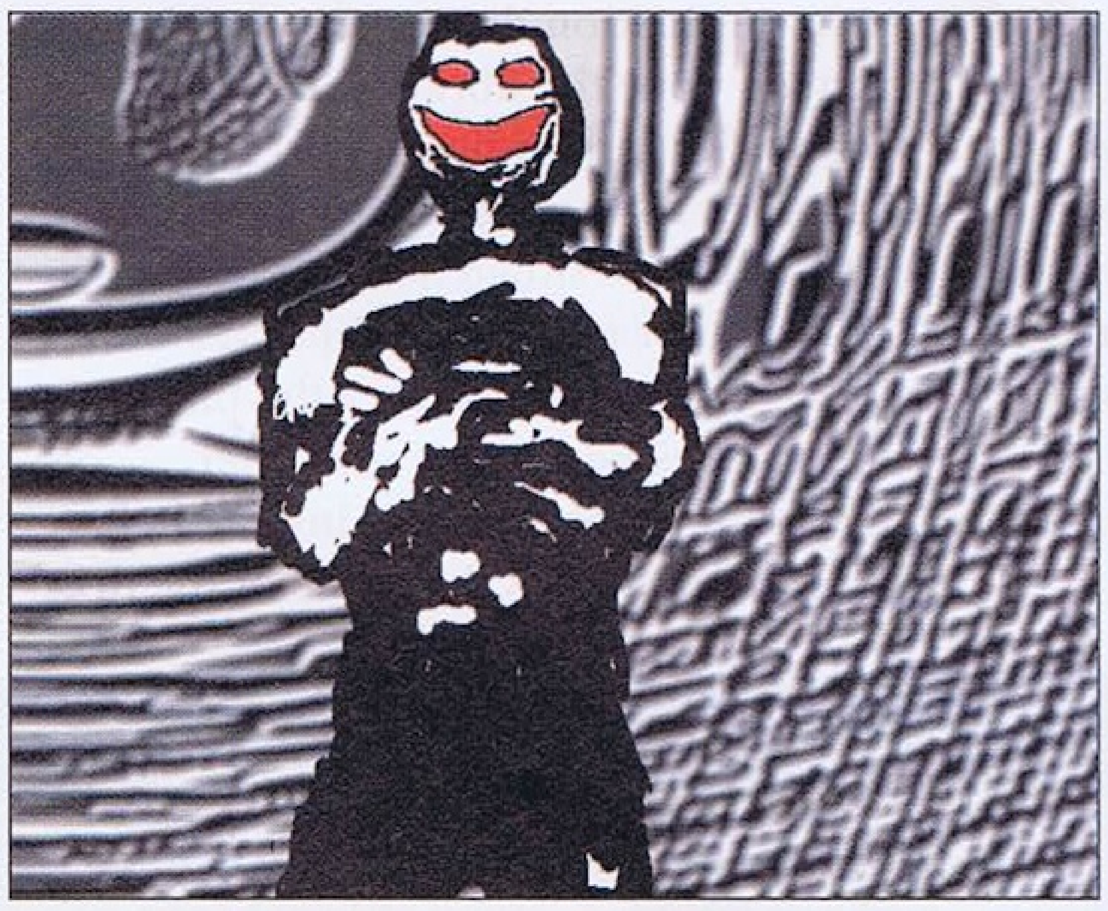


Progression and Islands by Tony Shorten
Tony certainly spent a long time honing these masterpieces – more than three weeks in total. The depth of detail in them is superb and he well deserves our reader prize this issue.



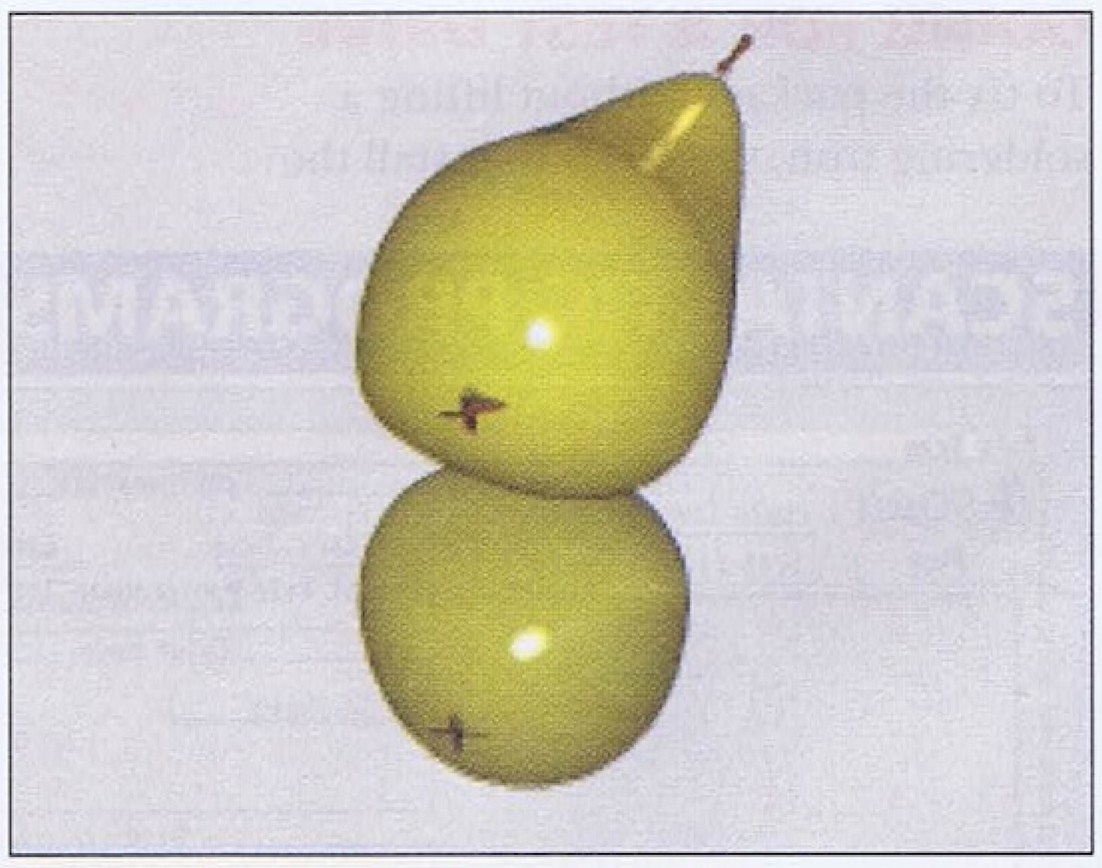


Rover Stone and Phone Time by Flint Read (above, right)
The intriguingly-named Flint has an obvious talent for modelling – it's a shame he spoils it in the other pictures he's submitted by incorporating standard objects. These are great!

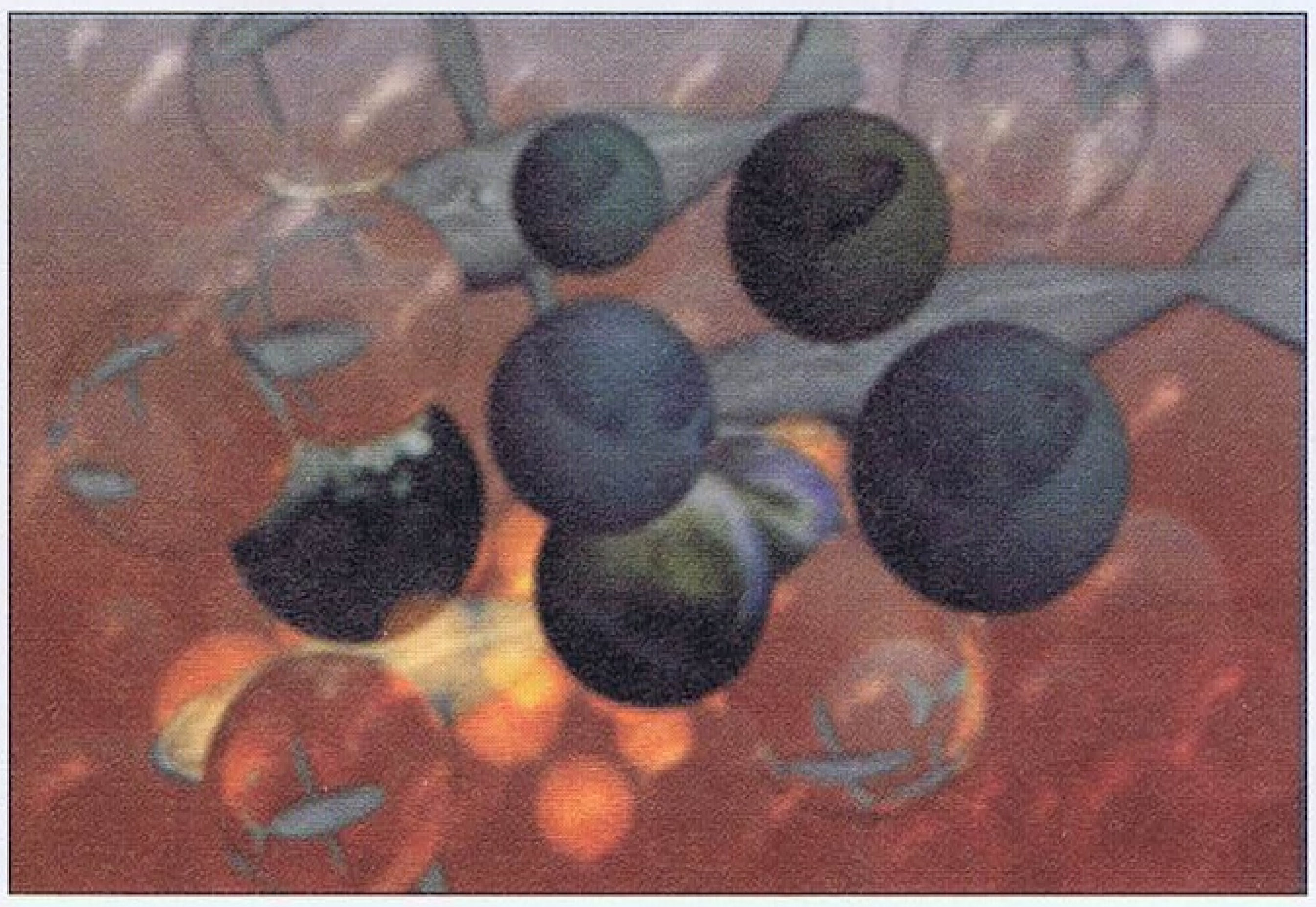


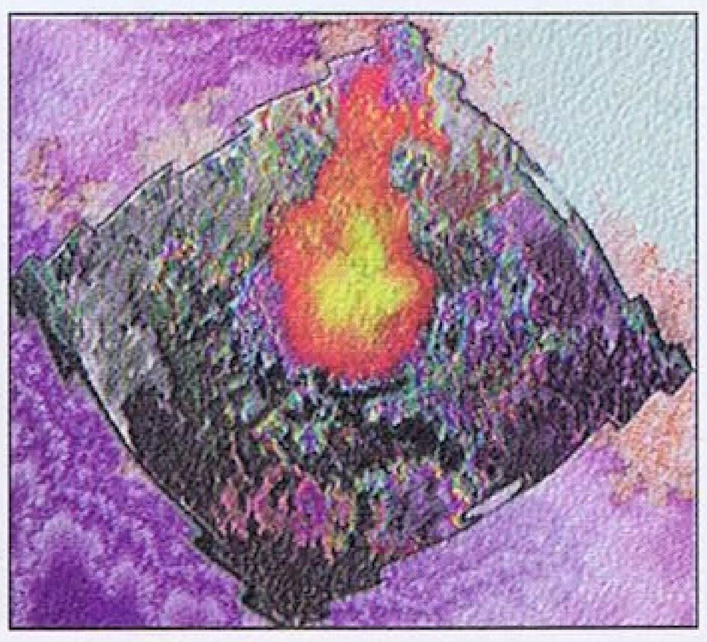


ManQbist, Bloke and Hilda, by John Jeeves
John sent us a large range of his work, some of which is figurative and some which are exercises in processing.



Mirrored Pear by Caroline Inkpen
This is Caroline's first entry to The Gallery and it's her first render. Keep practising, Caroline!





Extinct Bubbles (above, left) by Andy Watkinson
Andy keeps on coming up with his cephalopodian constructions, this time a gorgeous mix done in *C4D*.

CONTRIBUTIONS

If you'd like to enter your work for the Gallery in *Amiga Format*, read the Reader Submission file on the CD, or simply send your work to: Gallery, Amiga Format, 30 Monmouth Street, Bath, BA1 2BW, making sure you include the reader warrant from the CD pages in this mag.



Serious disk



AMIGA FORMAT

An eclectic selection this month brings **Amiga Format** readers the chance to try something new. Dave Taylor explains.

LCDaemon

We know from your letters that many readers are crying out for new hardware and what better way to get it than by making it yourself? This month's coverdisk includes something of an exceptional package. *LCDaemon* includes all the instructions for building your own LCD display and attaching it to your Amiga, as well as the software required to control it.

You don't need to build the hardware if you don't want to and you can just use the software to simulate a display on Workbench, but when you've had a play with the virtual readout, you're bound to want to try the real thing.

GOING FOR A TEST DRIVE

To try the package without lifting a soldering iron, you need to install the software as normal. There's an installation routine provided to do this and it makes life easy. Note that while it states that the Installer is only Alpha, we encountered no problems.

> LCDaemon includes all the instructions for building your own LCD display and attaching it to your Amiga...

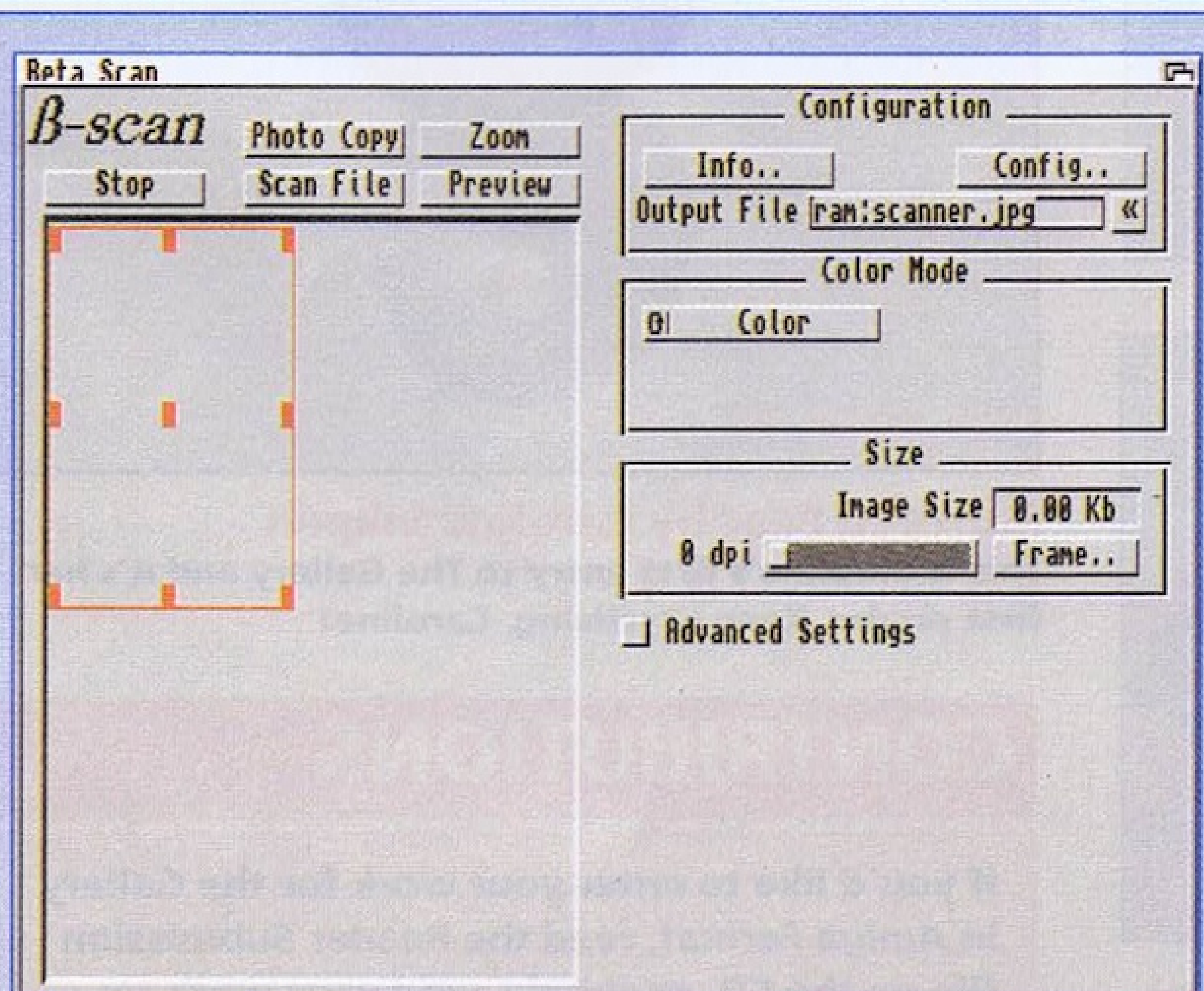
The only thing to watch out for is that you allow the installer adequate time to initialise, as a backdrop picture is loaded during the install. If you click on the installer before this happens, you'll lose the requestor at the back and you won't be able to access it. If this happens, you'll have to re-boot and be more patient next time.

The installation procedure leads you through the difficult part and at one stage will ask you which version of the *LCDaemon* library you want to use. You need to choose LCDwindow.library to test out the software. Both this and the LCDguppy.library will be installed but the program will be set to use the first one in the program preferences.

On this matter, you also get to choose whether you want to use preferences in Env or in Icon ToolTypes. We used ToolTypes as they're easier and quicker to edit under Workbench. Other parameters, like the size of the display, are also set during the installation. None of this is set in stone and you can easily edit the ToolTypes at a later stage.

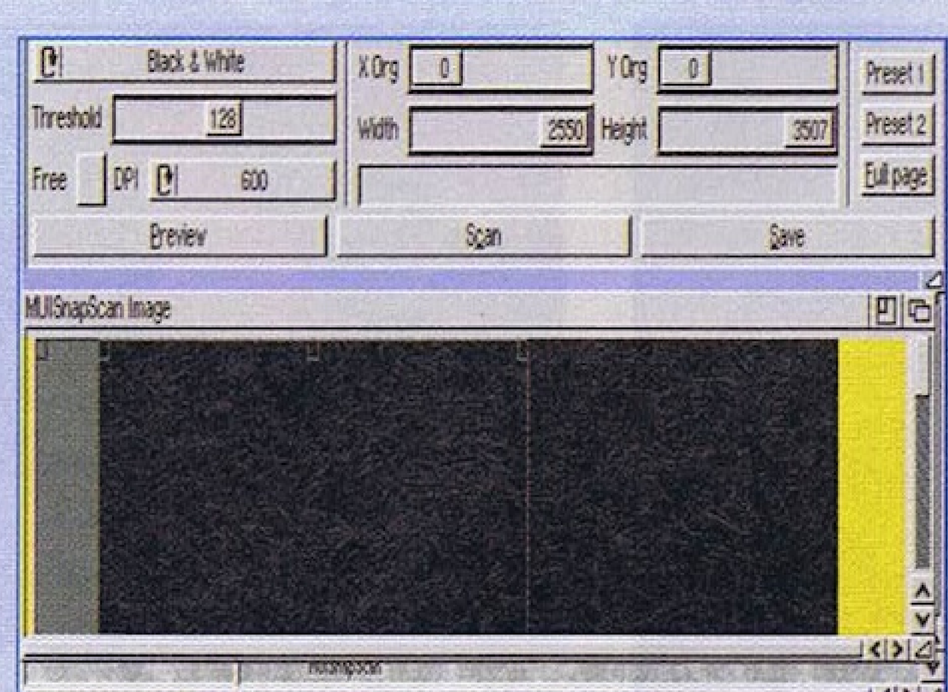
Once the software is installed in your destination drawer, you need to actually copy the library you're using yourself into the Libs: drawer or set up an assign to the libs drawer here. The Libs drawer is situated in the *LCDaemon* drawer after installation (it's created then – you won't find it in the plain uncompressed drawer, only after installation). Simply type into a Shell (where "source" is the name of the drive

SCANTASTIC PROGRAMS

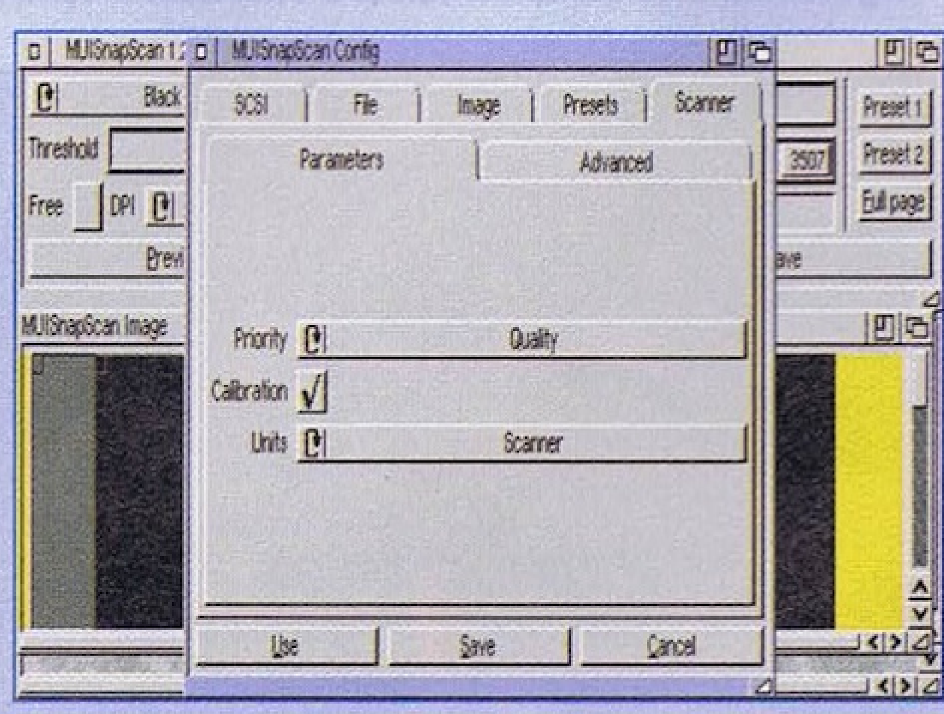


Betascan is a simple interface to your scanner and we've included several scanner drivers with it for many of the popular scanners.

Continuing our programs from off the beaten path, we have two packages for users with scanners. *BetaScan* includes drivers for Canon and Microtek scanners (an exact list of supported scanners is supplied in the Betascan/Devices drawer). Another package included, called *MUISnapScan*, supports the Agfa SnapScan scanners. The two packages aren't related but we've

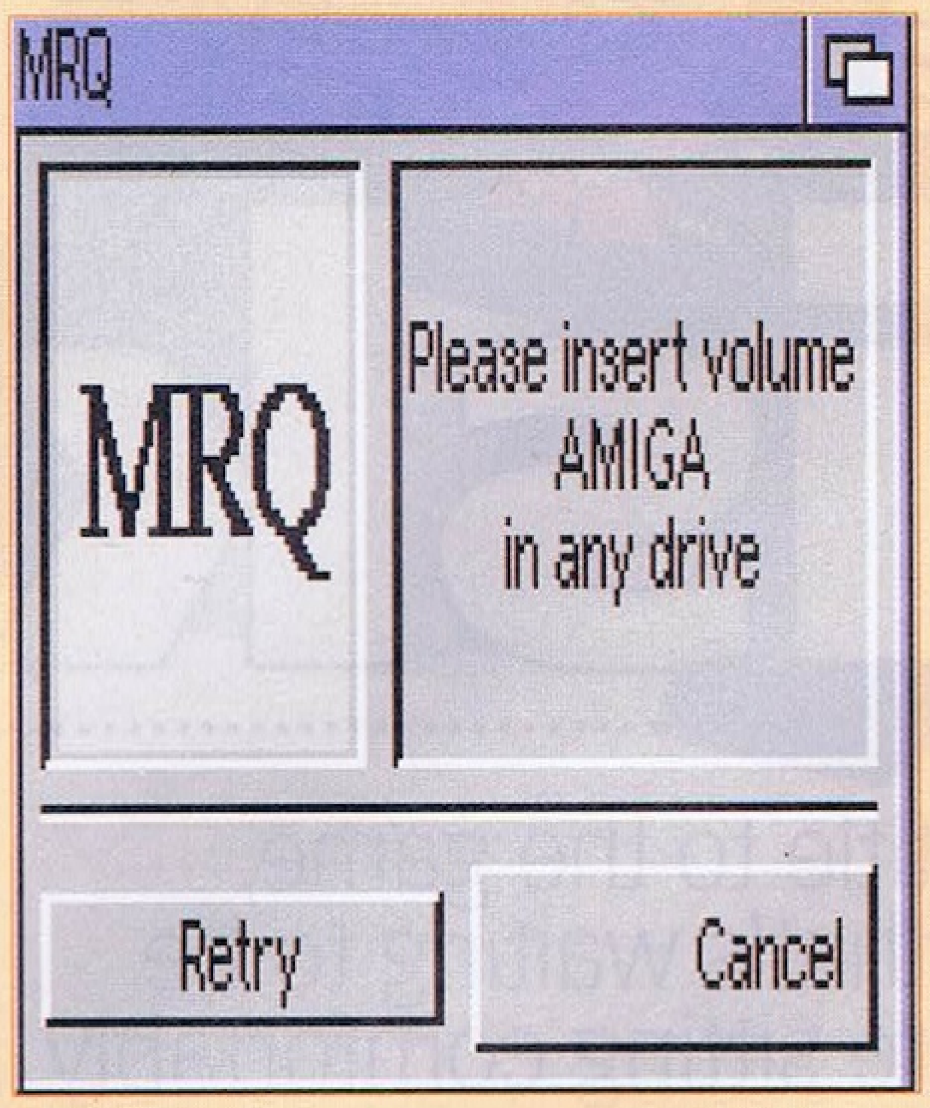


MUISnapScan is only compatible with the Agfa SnapScan scanner, but it does have a polished feel and many features.



MUISnapScan has a set of preferences that allow you to tweak the program to suit your scanner. You'll need to use this to set up the scanner the first time you use it.

IT'S TIME FOR A BETTER AMIGA

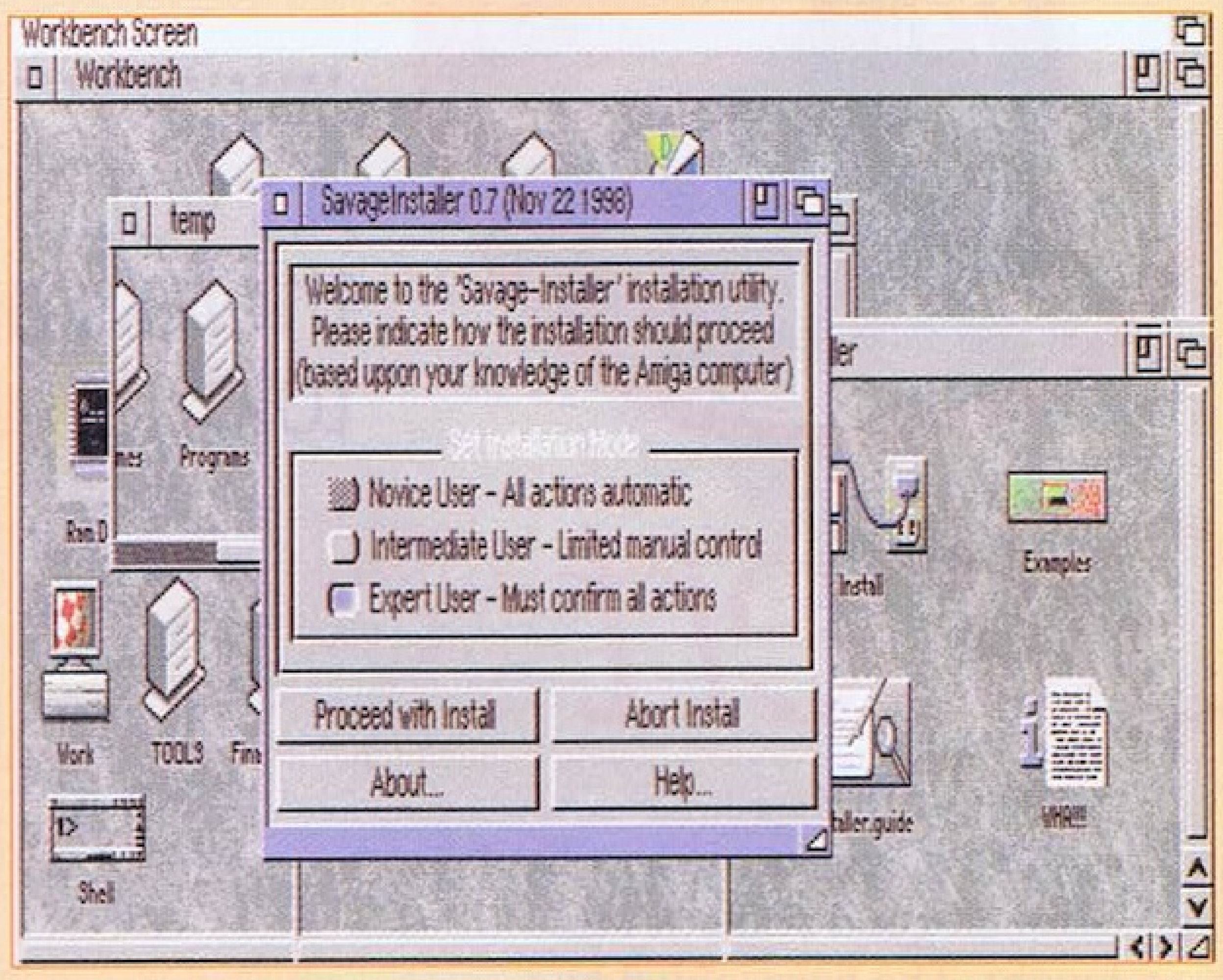


MRQ is a replacement for the tired old Amiga requestors and offers some new features over the excellent *Arq*, but it does require *MUI*.

The great thing about the Amiga is the way that its developers don't just sit around moaning about how one bit of the operating system is out of date or missing features. Instead, they write a better version of the offending section and then release it. Because the Amiga is so damn modular, you can then just plug it in and the replacement takes over from the original. This month, in addition to a few other utilities (of which more later), we have three new programs to update your Amiga.

***MRQ* is a replacement for the standard Workbench requesters that pop up, to check you want to format a floppy disk, for instance. Most people will be familiar with the excellent *ARQ* which has been around for years to do the same thing. *MRQ* is a similar program that does all that *ARQ* does, except that it uses *MUI* which means you have the ability to adjust the settings for fonts and colours so you can customise it exactly as you want. You may have a problem running the Installer script, but if it does fail for you, simply manually copy the images drawer from the source to the destination drawer and the program should run correctly. The full AmigaGuide gives you a complete rundown of the usage of the program.**

The old Commodore Installer is now used by most programs to facilitate the copying or extraction of files from the source to the necessary places, but it doesn't offer that many features and it looks a bit dated. Included this month is the development version of a proposed replacement. It's fully functional, although it's a beta, and it even uses itself to install. It's well worth playing with and, because it aims to be backward compatible, it'll be able to run standard Installer scripts. The author has released it for public testing but stresses that it's not finished.

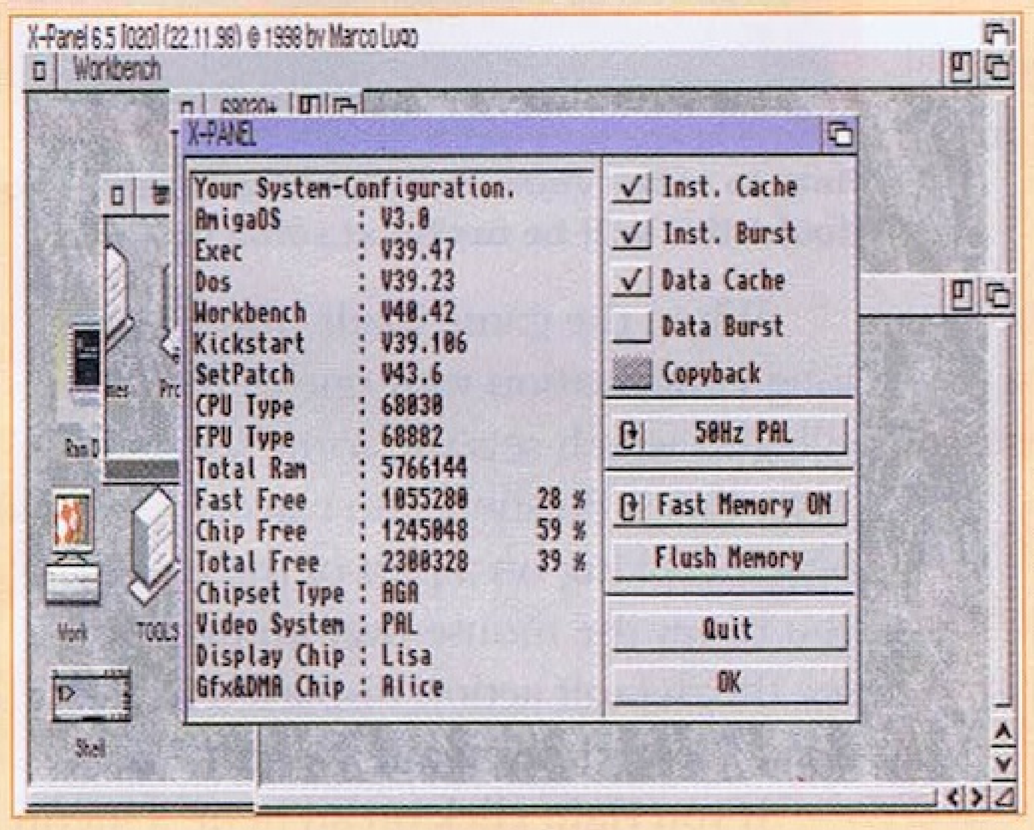


The new Installer aims to be 100% backward compatible, and although it's only a beta, you can see how it's shaping up.

Like Installer, *Multiview* has been part of many people's systems for years, but it's not a paragon of features. The new version is configurable and works with Workbench 2 and above. The full guide which is supplied gives you the full details.

As mentioned earlier, we also found the space to cram in an extra few utilities on the disk. The first is called *WB-Tidy* and it offers a quick and easy way of tidying up your Workbench windows. You can tile and cascade them and the good thing is that it doesn't save any permanent changes to the windows, though of course you can do that manually quite easily through the Window/Snapshot menu on Workbench. This program just makes it quick to tidy up all open drawers. The other utility you'll find is called *X-Panel*. When you start it you won't see an interface. This is opened from the Tools menu on Workbench where *X-Panel* will have placed itself. The program gives you quick access to the memory so you can flush it and toggle fast RAM on/off. It also displays a host of information on the system and the current situation.

That's the lot for this month, but do let us know how you get on with your hardware project!



X-Panel resides in your Tools menu and offers information on your system and the ability to effect the system, like flushing the RAM or disabling fast RAM.

or disk you installed to): `copy source:lcdaemon/libs/lcdwindow.library libs: <return> or assign libs: source:lcdaemon/libs add <return>`.

If you don't do this, the program won't be able to start. Now double click on the *LCDaemon* icon and a window will open showing a blank green screen. If you go back to your Shell and change directory to the Utilities drawer inside *LCDaemon*, you'll find a few utilities that allow you to try out the control of the LCD. Type: `CD source:lcdaemon/utilities <return>`.

LCDEcho is a clone of the Echo command, except the output is sent to the LCD. You can use it in scripts as you would use Echo. To try it, type a simple message like: `lcdecho "Hello from Amiga Format" <return>`.

For a much better indication of the use of an LCD, then type: `sysmon <return>`. This will take a second or two to gather the data, but you'll then see the free chip and fast memory on your Amiga, plus the time and date. If you're a semi-skilled DIY person and own a cased Amiga, you could easily have an LCD on the front displaying this information constantly. If you have an Amiga like an A1200, you can still build the LCD and use it, but it'll need to have its own casing, not that that's a problem.

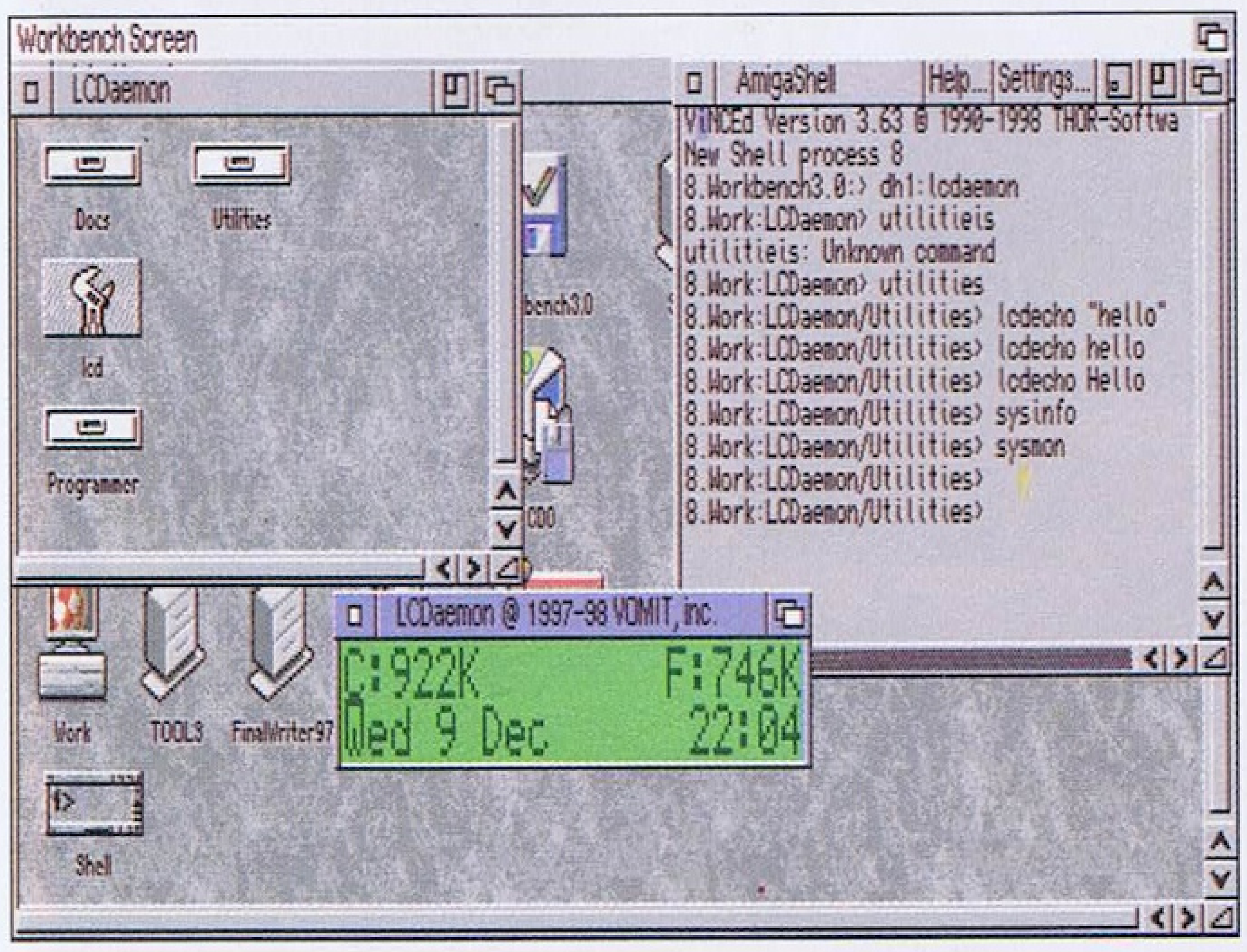
We don't have the space to go through building the hardware here, but the documentation for the project is very full. Simply load it from the Docs folder. There's a section on the background to LCDs and how they actually function and then one on how to build the actual hardware and connect it. Most parts are available from good electrical stockists.

The author, Future Publishing and *Amiga Format* accept no responsibility for any damage or loss that may occur.

included both so that more people can make use of the software.

If you use the *SnapScan* program, be sure that you rename the executable version for your processor to simply *MUISnapScan*, removing the .020 or similar extension. You'll then be able to load the program through the icon.

The two package offer similar basic functions like zooming in, cropping and preview scanning. However, the *SnapScan* program has a detailed options page that allows you to change settings. You have easy control over the DPI setting for scanning, as well as the other features, which are all rather obvious. *BetaScan* requires you to select the device you want to use so it knows what scanner to interface with. Select this from the Config button and the Scanner selection there.



The *LCDaemon* package includes the software and all the plans and details you need to build a functioning LCD controlled by your Amiga, but you can also test it on Workbench without building a thing.

Games disk

AMIGA FORMAT





As you'll have guessed from the title to the game, there's a story behind this demo that's waiting to be told. Dave Taylor checks you're sitting comfortably…

Gilbert Goodmate

Long, long ago, an ancient battle between good and evil was fought. The hero, aided by a magic mushroom, vanquished his nefarious opponent, a dangerous wizard. Since that day the people of the simple village have kept the mushroom proudly on display in a museum.

Each year they hold a big mushroom party to find a guardian for the mushroom. The guardianship lasts exactly one year. For the past year, Gilbert's grandfather has been the appointed protector. However, a few days before the next party, the mushroom is stolen. The villagers blame Gilbert's grandfather for not doing his duty so he's thrown into prison and is sentenced to be executed.

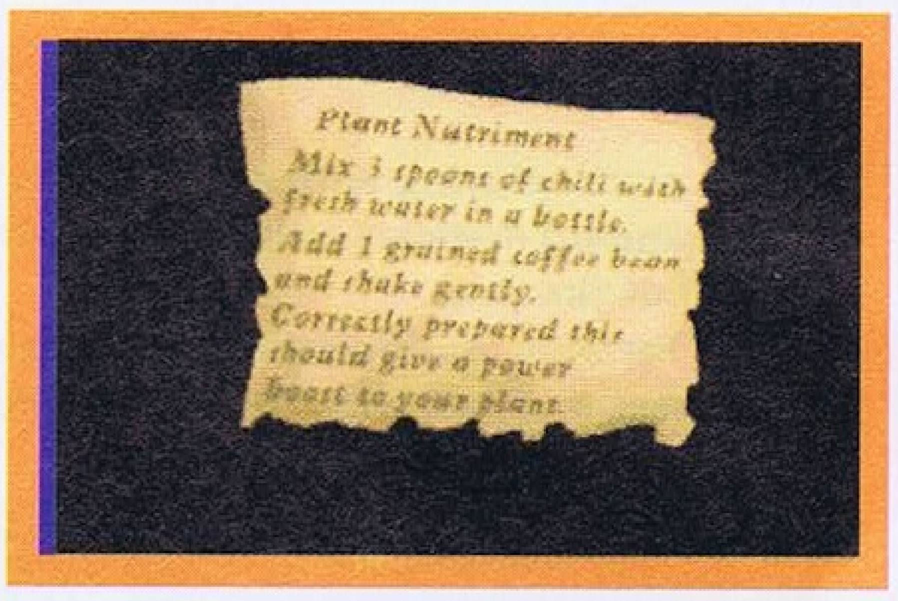
Our hero, Gilbert, is having none of this and knows that the only way he can rescue his grandfather is to find the mushroom and the thief.

WHAT'S GOING ON?

This is an early demo of a new adventure game very much in the vein of *Monkey Island*. Its tongue is firmly in its cheek and the game sets out to amuse and entertain, as well as to puzzle. It's being developed for both the Amiga and the PC and it will be a full-blown CD-ROM game. We had hoped to bring you a later demo this month, but one wasn't released in time.

> "Its tongue is firmly in its cheek and the game sets out to amuse and entertain, as well as to puzzle."

This early version contains only two rooms but it does let you get a feel for the game and see the high quality of the graphics and the gameplay.



How to make your own plant nutriment – no doubt this will be useful at some point…

When the game loads, you'll get a long conversation with one of the villagers which sets the scene for you. After this is finished, you can walk around by left clicking on a part of the screen. If you hover the mouse over an item you'll see the default action displayed in the line of text underneath the game area.

If you right click on an item, a menu pops up giving you a choice of actions. To cancel the menu, click outside the menu area. To select a menu item, like Look At, hover over it and it'll change colour. Left click on it to select it.

As this is an early demo there's not very much for you to do, but if you go to the door on the right of the screen and right click on it, you can select Open. This opens the door to Elton's laboratory. You can go inside and explore, pick up some items and interact with certain objects. When you pick up an object it'll go into your inventory, which is displayed all the time along the bottom of the screen as a row of boxes with one item in each box.

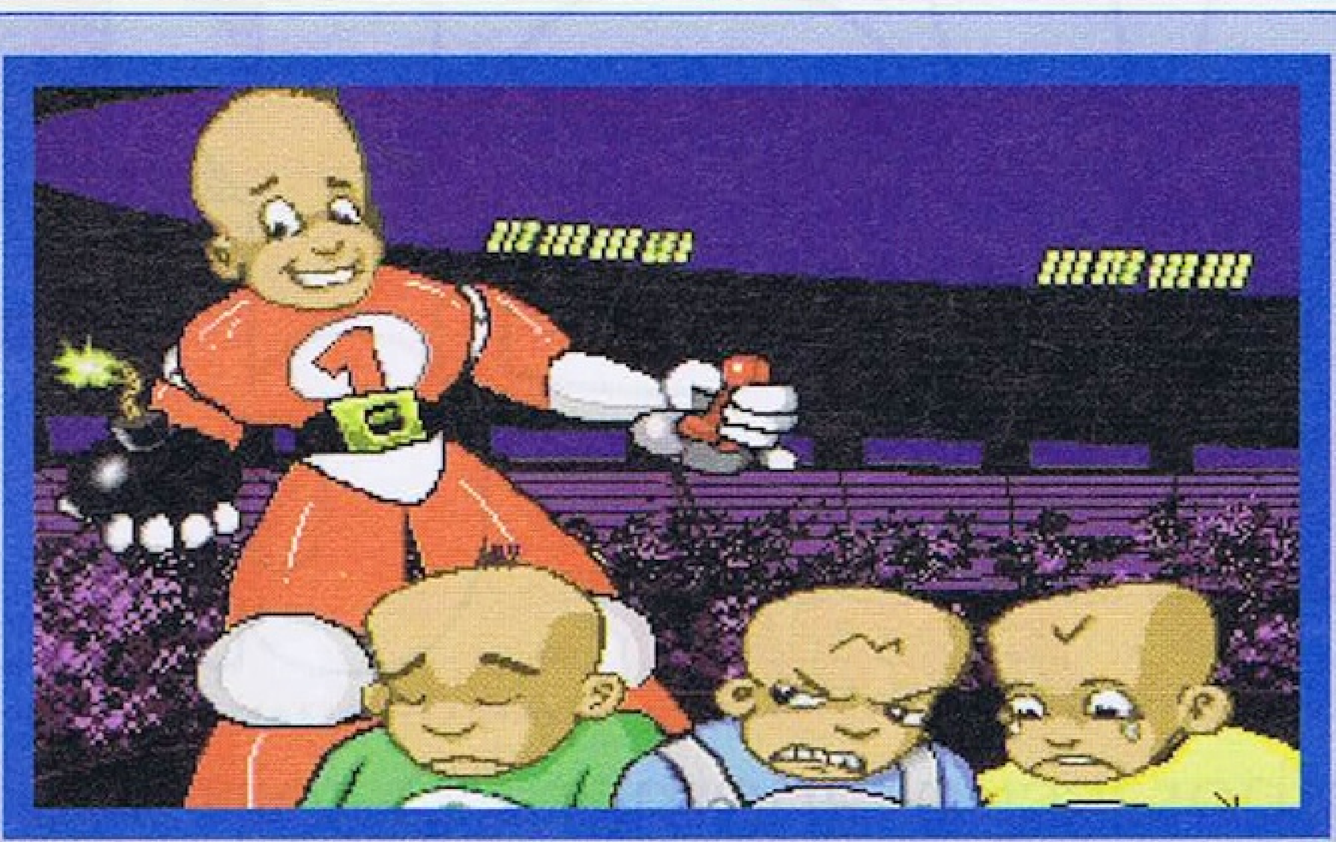
To examine any object in your inventory, left click on it. To use it or do something else with it, right click on it. You'll then be able to left click on another item to use the first item with it.



The *Monkey Island*-style humour is obviously present, even in this small demo version.



BUG BOMBER



This is something of an unusual demo, but since we could just fit it on and it's fun, we've included it. The game itself is no longer available, but this demo includes a very addictive four levels that will keep you entertained for hours. It's a complex *Bomberman* clone that allows you to play with friends or against the Amiga.

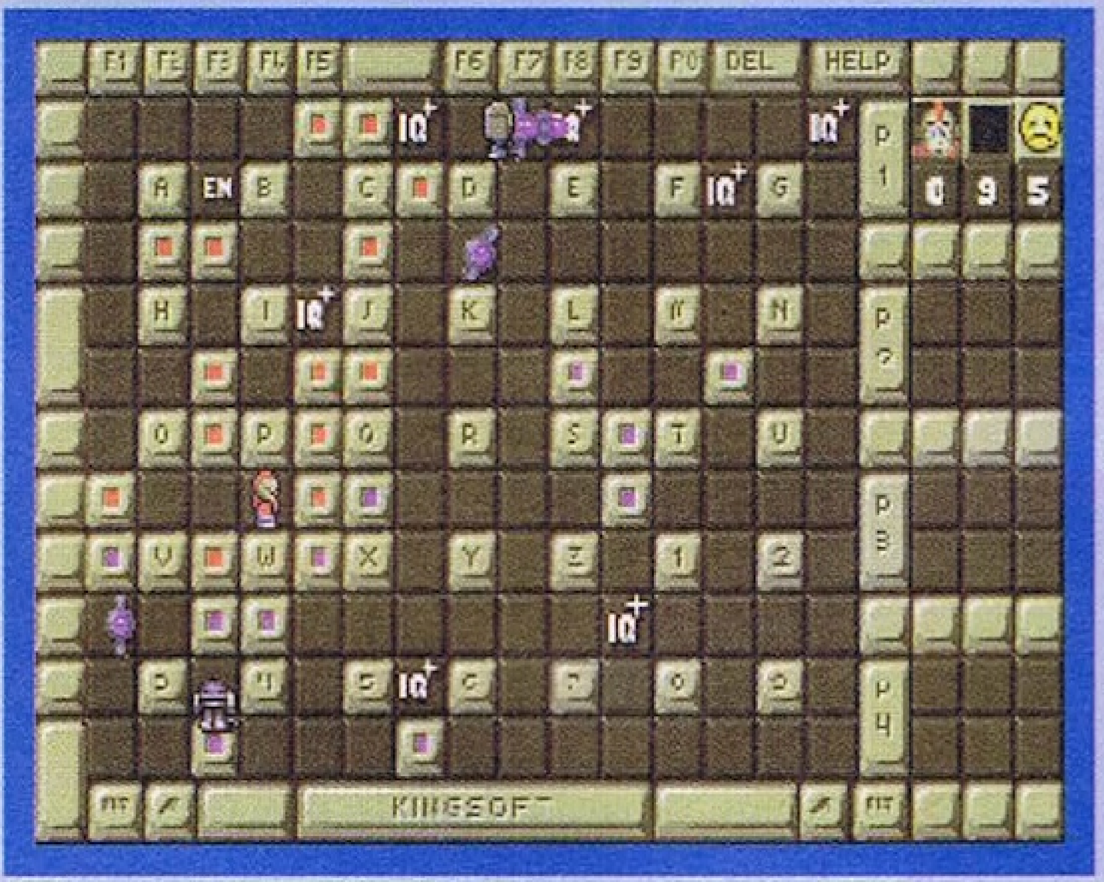
The directional controls are obvious enough using the joystick, but you need to master a few combinations for using items in the game. If you just tap the fire button then you'll drop a wall block – make sure you move out of the way quickly or you'll be trapped inside it. Wall blocks are useful ways of sealing in the enemy sprites as they roam around the maze trying to find you. However, the more of these you use, the more closed the maze becomes and the more difficult it is to get to places – don't forget, you may be sealing them in but you're also sealing yourself out.

All is not lost if you do get stuck because you've got a variety of weapons in your arsenal as long as you have enough energy points for them. Energy points can be collected on the screen and they pop up all over the place, along with IQ points. There's a top level of IQ and energy that you can collect but their levels affect much of what you can do in the game, so getting your levels up at the start is important.

As mentioned, you have more than the block to use. If you hold down fire and move the joystick you'll see you have other options as to what to drop. Be warned though, the other weapons use more energy. Here's a quick guide (remember these are performed when fire is held down):

DIRECTION	RESULT	ENERGY REQUIRED
UP	PLACE A BOMB	1
RIGHT	PLACE A THUNDERBOLT	2
LEFT	PLACE A MINE	2
DOWN X1	PLACE A ENERGY EGG (NOT USED)	4
DOWN X2	PLACE A PAINTER EGG	5
DOWN X3	PLACE A CRUNCHER EGG	10
DOWN X4	PLACE A HUNTER EGG	15
DOWN X5	PLACE A TANK EGG	20

Bombs, thunderbolts and mines are all excellent immediate destructive weapons, but the eggs are the tools that allow you to alter the balance of power in the game.



An addictive and sophisticated *Bomberman* clone.

Eggs create creatures whose intelligence is linked to your IQ, so they'll be more powerful if you are. The painter egg hatches into a creature that will paint over any enemy eggs and turn them into your own followers, thus helping you. The cruncher egg destroys blocks in its way and so is useful if you've got locked in and the maze is too crowded. Hunters are strong and they try to search out the enemy to engage them, and the tank is the most destructive force in the game. Unleash them on your enemy if you can afford to.

The game is very tactical and requires skill and changes in the way you play it, depending on how many human players are involved. The only way to get a real feel for *Bug Bomber* is to play it.

There's a set of controls on the left of this row, which in the full game will allow you to scroll through rows of items, load and save the game and start from scratch. In this demo, the only one that's available is the Exit door, which requires you to confirm by pressing "Y". You can also quit the game by pressing Esc.

If you want to disable the introduction to the game, click on the game demo icon and choose Icon/Information from the Workbench menu. Then click on the Intro On line in the ToolType and change it to Intro Off. Press <return> and save the changes.

UNDER DEVELOPMENT

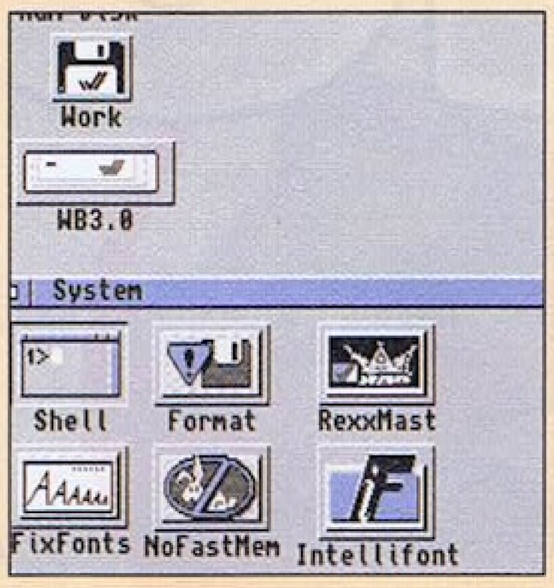
This small demo is a taster of what's to come. The full game will feature 4,000 frames of animation, over 40 locations, backed with up to 20 songs. Prelusion are a development team of five who have gained financial backing from several sources in order to turn the game into a commercial offering which will be sold by several distributors.

For more information on the development of the game, and the people behind it, check out Prelusion's website. It can be found at:

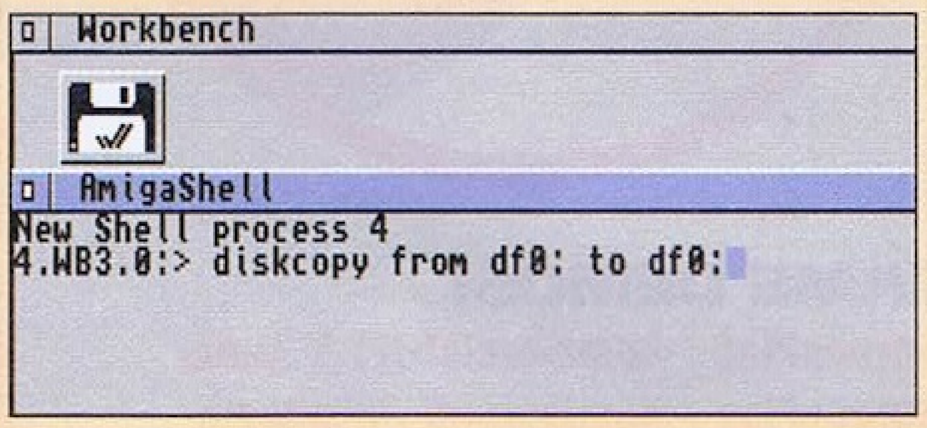
http://home1.swipnet.se/~w-10215

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

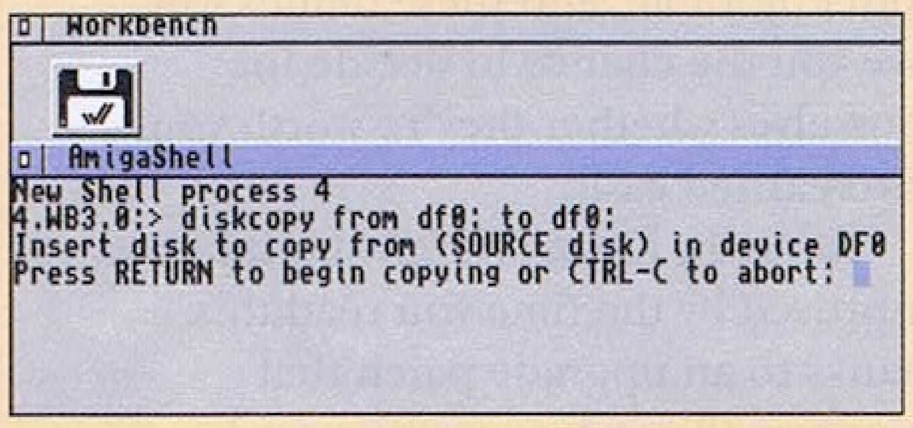


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

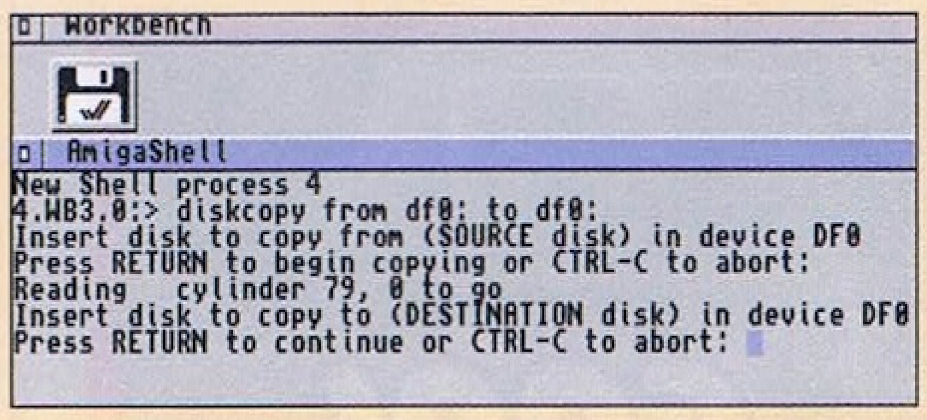


2 Type in the following line (with a zero, not the letter O), taking care to put the spaces in the correct places:

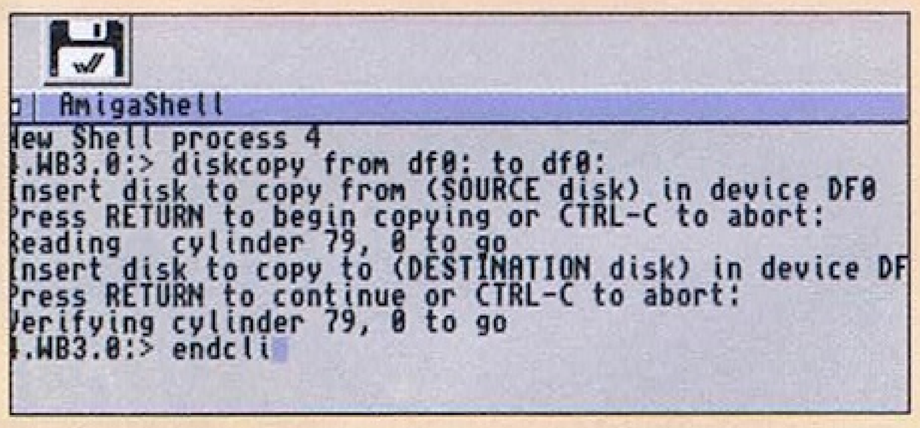
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



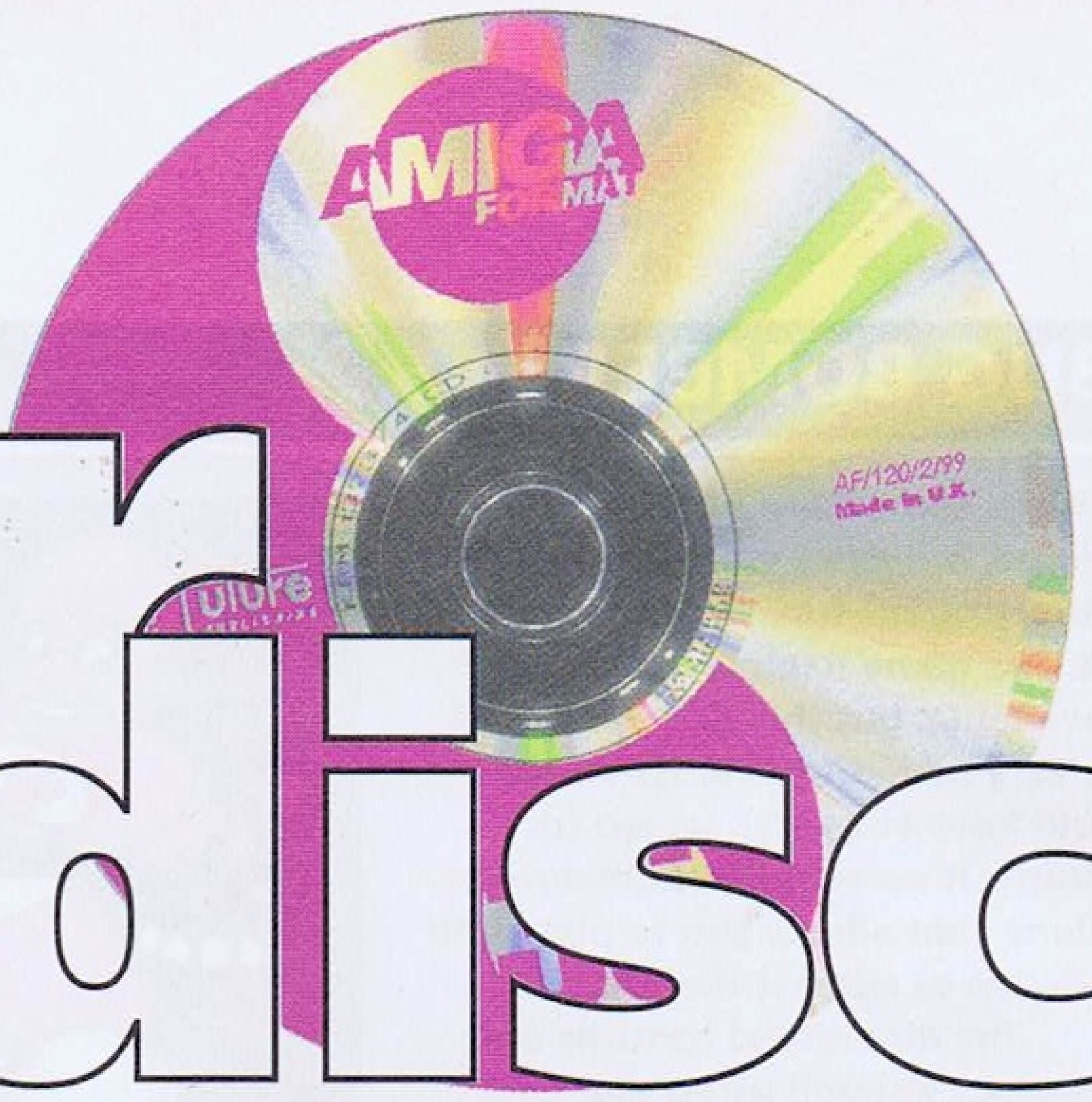
5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type endcli to close down the Shell.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, with 2x26p stamps and an SAE to:

Amiga Format (insert name of disk)
TIB PLC • TIB House
11 Edward Street
Bradford • BD4 7BH

If there is a manufacturing error then the stamps will be returned with a replacement disk.



Coverdisc

AMIGA FORMAT



Another issue, another CD. Join Ben Vost as he leads you by the nose through some of its delights.

GAME DEMOS!

-ScreenPlay-/-Commercial-/ETW-Demo
-ScreenPlay-/-Commercial-/MAXDemo

This issue we have two demos of games we reviewed last month: *Eat the Whistle* and *Max Rally*. While both weren't quite the pinnacle of perfection, they were both enjoyable, and these demos will give you the chance to decide for yourselves whether they're worth your hard-earned cash.

Actually, *Eat the Whistle* should have improved by the time you read this, thanks to an upgrade patch that improves things for graphics card owners and generally spruces up the gameplay. This includes the Golden Goal rule and we hope to have this patch on our next CD.



You can have a kick about with *Eat the Whistle* on this CD and get the upgrade patch next month.



WHAT'S NEW

+System+/Info/AFCD_changes

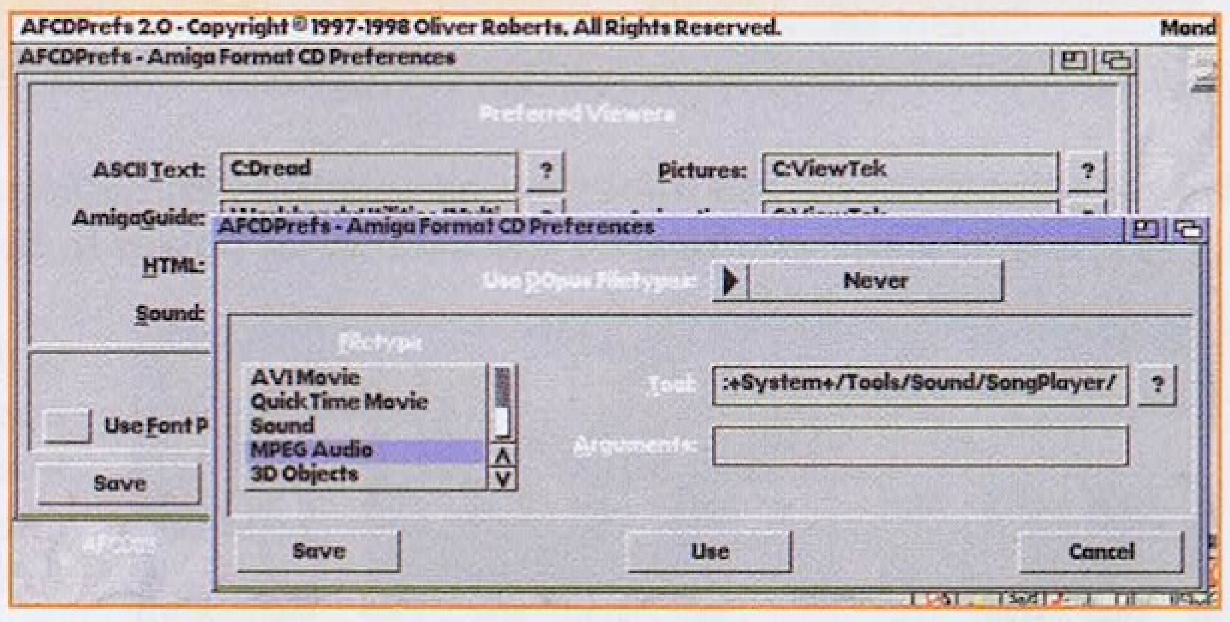
This issue's CD is Oliver Roberts-tastic, with updates for both *AFCDFind* and *AFCDPrefs/AFCDView*.

AFCDFind: firstly, the search time has been vastly reduced so searching through your CDs no longer has to be the chore it once was. Secondly, as a side-effect of the new index format, when searching individual sections of the CD, *AFCDFind* is only looking in those sections and so the more targeted searches are even faster.

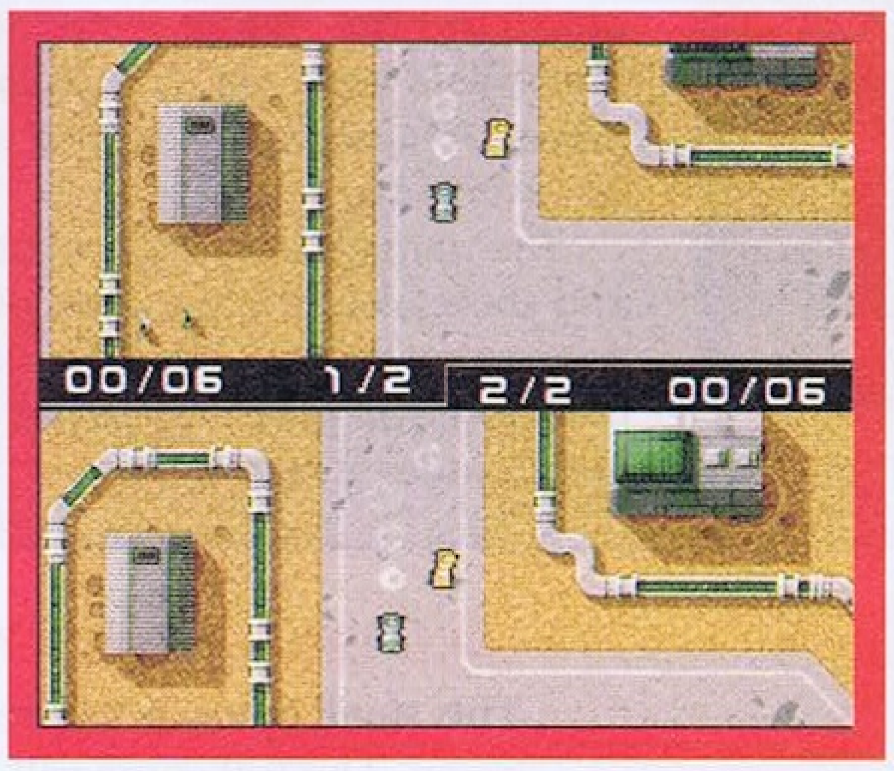
AFCDPrefs: a leap to version 2 of this software which now offers more functionality, including the ability to set players for .mpg movies and audio files separately. As it stands it's still only an interim release – Oliver plans to produce a version that offers a lot more configurability, if wanted, for individual file formats like JPEG, without making the whole program much more difficult to configure.

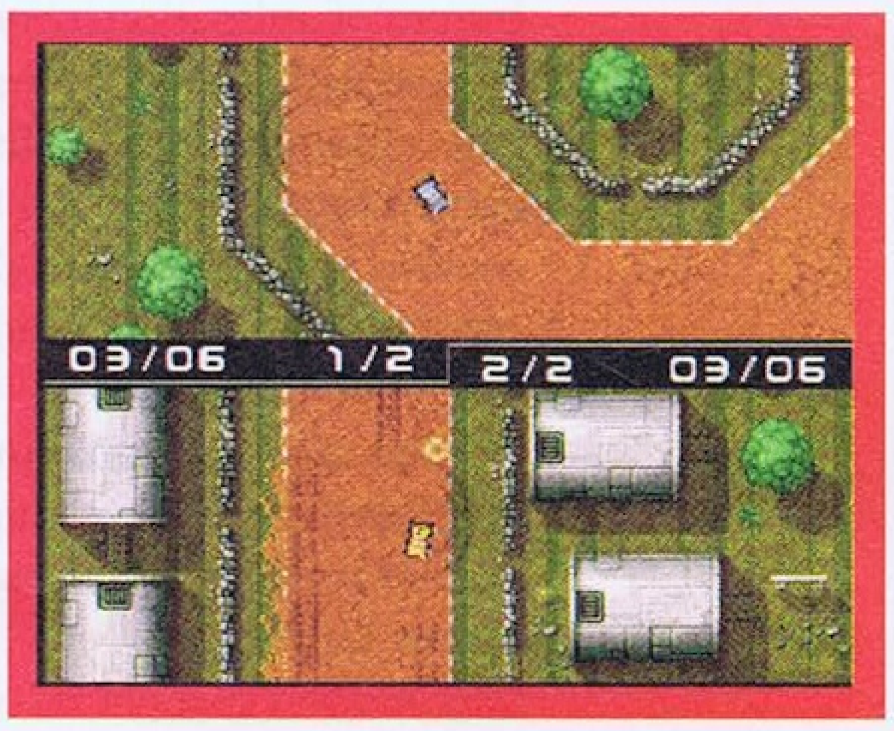
You can also now bypass *AFCDPrefs* and use *Directory Opus* Magellan's FileTyping system by simply choosing that function from the cycle gadget at the top of the window. All *AFCDView* then does is pass a doubleclick instruction to *DOpus*, which will then use its own FileTyping to know what to do with the file you've double clicked on. As such, it's very nearly as fast as simply using the CD from within *DOpus* the whole time anyway. In a related note, we've changed the way we use a default tool now, and rather than constantly addressing the CD we've made icons look in the path for *AFCDView*. This means you'll need to make sure that you already have it installed before you can use any of the icons on the CD, but it'll also mean that you'll be able to use them on your hard drive instead of the CD with no trouble. You'll find an icon that will copy the latest versions of *AFCDView* and *Installer* into your C: directory in the +System+ drawer.

As always, any changes that have occurred on the CD are referenced in the AFCD_Changes file on the coverdisc.



Out with the old, in with the new...





GRAPHICS PATCHES

-Seriously_Amiga-/-Commercial-/FantasticDreams
-Seriously_Amiga-/-Commercial-/CandyFactory

If you've rushed out to buy *Candy Factory* from our ecstatic review last month, or *Fantastic Dreams* because you'd like to be as cruel as Nick was this month, you'll be pleased to find the very latest versions of them here on this month's CD.

The *Candy Factory* patch helps to improve the stability of the program on non-*CyberGraphX* systems and adds a little more functionality to the program,



Make sure you update *Candy Factory Pro* with this CD.

Your Stuff!

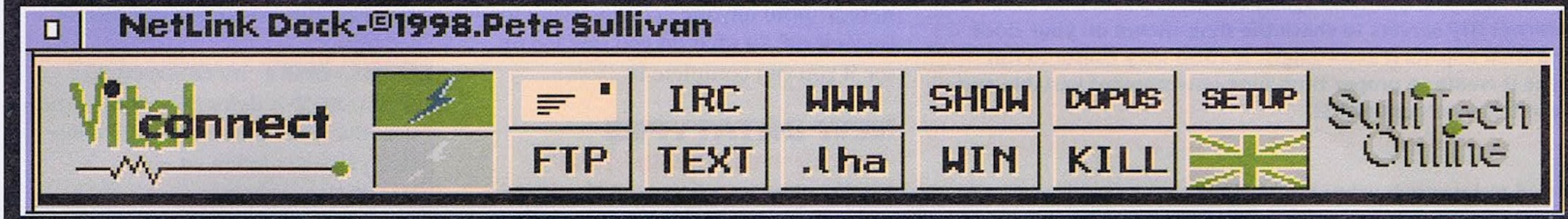
Reader OF THE MONTH £50 WINNER!

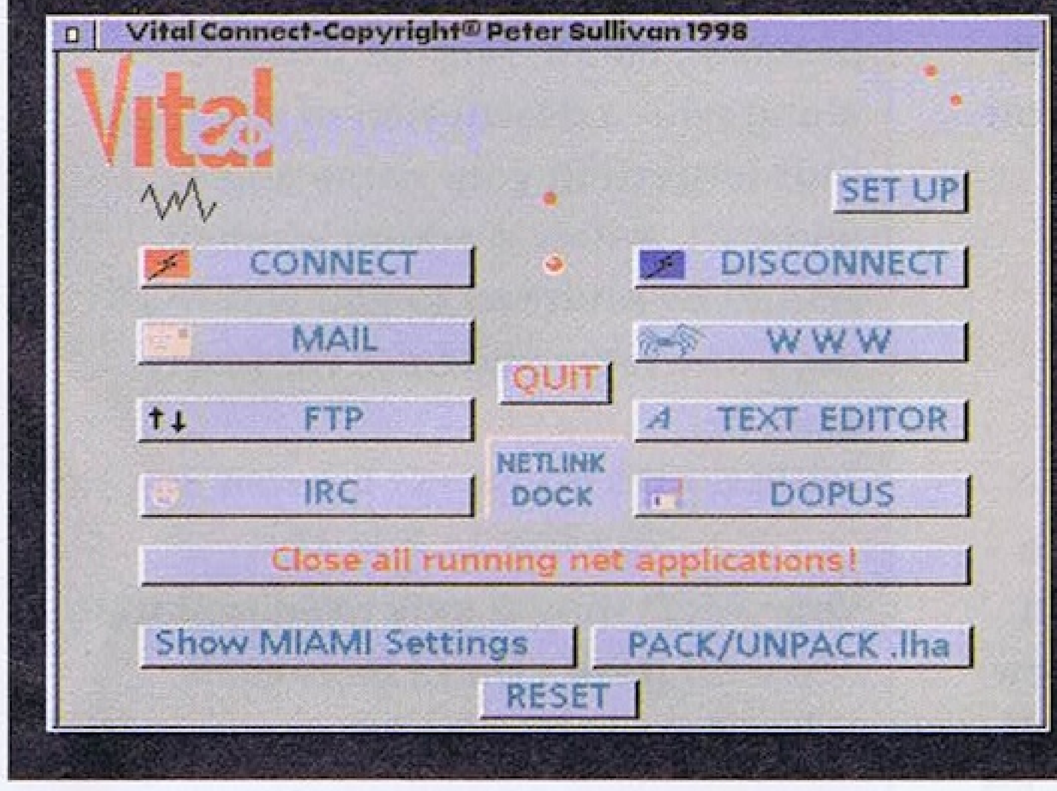
Although it might not seem as though we have much content in our ReaderStuff directory this month, you'd be mistaken since we have nearly 200Mb of data in there and, as such, it was just as hard to pick out a winner.

You see, in the past, people would send us stuff to put on our coverdisk and that was great, but these days it seems that everyone who's sending stuff to us is also busy sending it in to Aminet as well. While this might not seem important, it does mean that we end up with duplication on our CDs, something we've always hated and tried to eradicate as much as possible. Also, we don't really like to give an award to someone who's punted their creation around everywhere. Even so, we've decided to award the reader prize to Pete Sullivan for his *VitalConnect* package, although there are two problems with it. The first is that it uses an extensive palette for its interface (much as his previous program for controlling the Paloma did), which accounts for the weird colours in the snapshot. The second is a more serious interface design fault as *VitalConnect* relies on having all the important programs you'll need to get online inside the *VitalConnect* directory. For a start, this isn't necessary with *Miami* or *Directory Opus* since they already have assigns, but it's also awkward for people to have to move their stuff around.

All the same, the program does work nicely and has a prettily-presented interface (if you have the correct colours in your palette!) and represents a fair amount of time and effort to get the thing working, so congratulations to you Pete, and good luck with your ISP project.

In addition to Pete's winning entry we've also got the last of DJ Nick's CD full of stuff, Bernard Cain's latest *Business Card Maker,* Terry Green's Amiga helpline, Alex Timiney's fractal-related graphics programs (and their results), James Fraser's patch for *Genetic Species*, a bunch of severed heads from Simon Hitchen and an early version of a multimedia creation program called *Visions* from Matt Briggs. All in all, plenty to be getting on with...





Getting online has been made even easier thanks to Pete's treat.

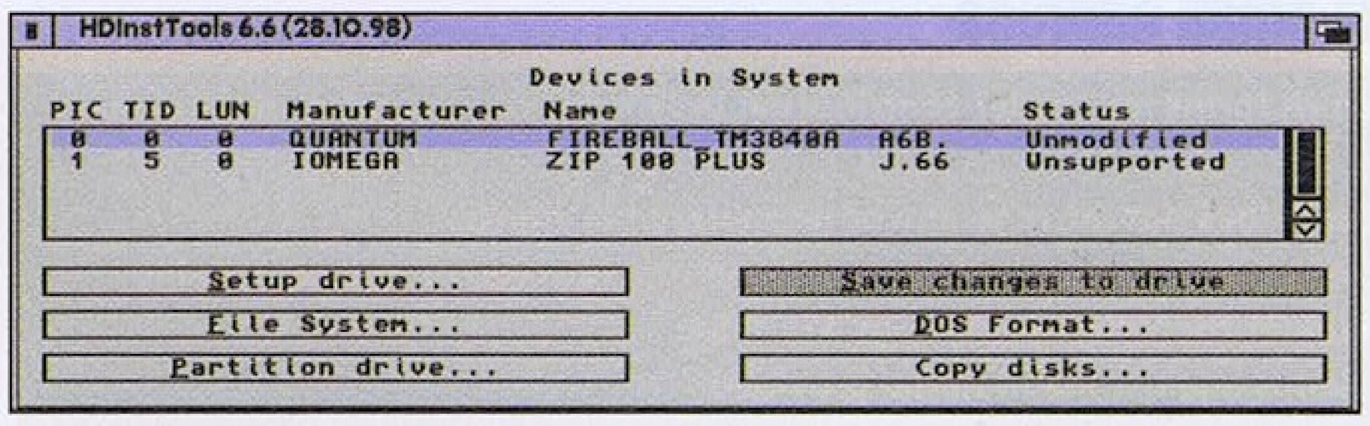
while the *Fantastic Dreams* patch should really improve support for AGA users while also speeding up the PPC handling of loaders.

HDTOOLBOX REPLACEMENT

-Seriously_Amiga-/Hardware/HDInstTools

Oliver Kastl should be a name that's already well-known. In case you can't quite place him, he's the guy behind *CacheCDFS* and *IDEFix*, so you may well already be using some of his software. Along with Christian Weber and Andreas Selle, he's responded to the lack of a decent *HDToolbox* by updating the ancient *HDInstTools*.

This is a replacement for *HDToolbox* but seems to be a lot more flexible in the sense that it will look for all SCSI and IDE controllers at once, rather than having to set which device you want to use in *HDToolbox*'s ToolTypes. Also, it won't show you devices that can't be managed with it, like CD-ROM drives, it fully supports drives bigger than 4Gb if you're using NSD or TD64, plus it's



It might not look like much, but it's a great bit of software!

much clearer to use. The interface is still pretty ugly as it isn't font sensitive and its cycle gadgets aren't real ones, but since it can be used on any Amiga from Kickstart 1.2 with 512K, these problems are understandable and easily forgivable. I've already replaced *HDToolbox* in my tools directory with this and I would suggest you do the same.

WB SCREENSHOTS

-ReaderStuff-/-WB_Screens-

Our new section in ReaderStuff started this month with three entries from you lot showing us how pretty (or not) your WB screens are. Dave Stone, although it's commendable to see how much chip RAM you have free, it would be nice to see some action on your screen, even if it's just the Workbench window open, and it would also be nice to know exactly how you've got that dock at the bottom of your screen. The same goes for the other screenshots, Chris and Kev, so don't think I'm just picking on Dave! I'd like a readme that anyone can read and find how to get the effects you've got, okay?



Think your WB screen looks nicer? Okay then, send it in!

DIAGNOSTIC HELP

-Seriously_Amiga-/Misc/boardslib -Seriously_Amiga-/Misc/Guides

Continued overleaf ➡

At your fingertips

YET MORE QUAKE

-ScreenPlay-/OtherStuff/QuakeStuff

The fact that *Quake* is so expandable has been a godsend to us when we're making our CD, and for all the people who've bought an almost infinitely extensible game. This month we have more total and partial conversions for you to play with while you wait for the next millennium. On our next CD we'll bring you a whole set of new weapons that we've found on our travels.

JUST THE FACTS MA'AM

-Seriously_Amiga-/Comms/Other/FACTS2

If your Amiga doesn't have a clock, and even if it does, this is a useful tool for those who like their time on time. *FACTS*, or *Finest Atomic Clock Time Synchroniser*, is a tool that uses Internet NTP servers to check the time shown on your clock and then adjusts it accordingly. It's also very useful to run since it creates a proper time zone environment variable and even takes account of BST.

It used to be very hard to know what was going on under your Amiga's bonnet, but thanks to the authors of these two handy programs (or rather group of programs, since the Guides directory contains three), you can now ascertain what sort of expansions you have and whether you have the latest libraries, DataTypes and devices.

These tools are so useful that you'll find them every month on our CD in the +System+/tools directory, along with a bundle of other things we think are indispensable. The tools contained therein are always the latest versions and we do make changes to the contents of the drawers on a regular basis so keep track of what's in there.

NO, I MEAN REAL AUDIO

-Seriously_Amiga-/Sound/RealAudio

For all those people on the net who always wanted to hear *RealAudio* streams, well, now you can. All you need is this program, an ixemul library that's up to date (you'll find one in the libs directory on this CD) and some kind of sound player, like *Play16*. Oh, and some patience. This reverse engineered version of *RealAudio* should work with most RA sound files, both at 14.4K and 28.8K, although I couldn't get it to work with .ram files and I'm not exactly sure why. In any case, give it a go and see if you can get it to work.

AMIGAGUIDE UNFINISH...

-Seriously_Amiga-/Programming/Other/AmigaGuideDesigner

Here's one for those willing to dabble with *C* source code. The author has got bored of making a program that looks like it'll turn out to be a pretty good AmigaGuide editor and it's unfinished. It would be a shame to see it linger on here without anyone actually trying to finish it off, so what do you say? Go on, see if you can complete it.

NEW DATATYPES

-Seriously_Amiga-/WB/-DataTypes-

Finally, there's a new sound DataType. This new version gives you several major benefits. You know how when you used to use *Multiview* to play back sounds you got a crap little sound icon kind of thing? Well, now you get a nice green on black waveform of the sample instead, but no progress line showing the sample playing, unfortunately.

You can have a control panel like the one in our picture but you need to set the env variable to have "cp=yes" in it; just using "cp" isn't enough. The new DataType will also allow you to use *AHI*, play 16-bit sounds and more.



Looks and sounds a lot nicer now.

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If you have any further queries about how to send your software in then consult the Submissions Advice on the CD (in Ben_Speaks!, or in the ReaderStuff or +System+/Info drawers).

Your signature: ....

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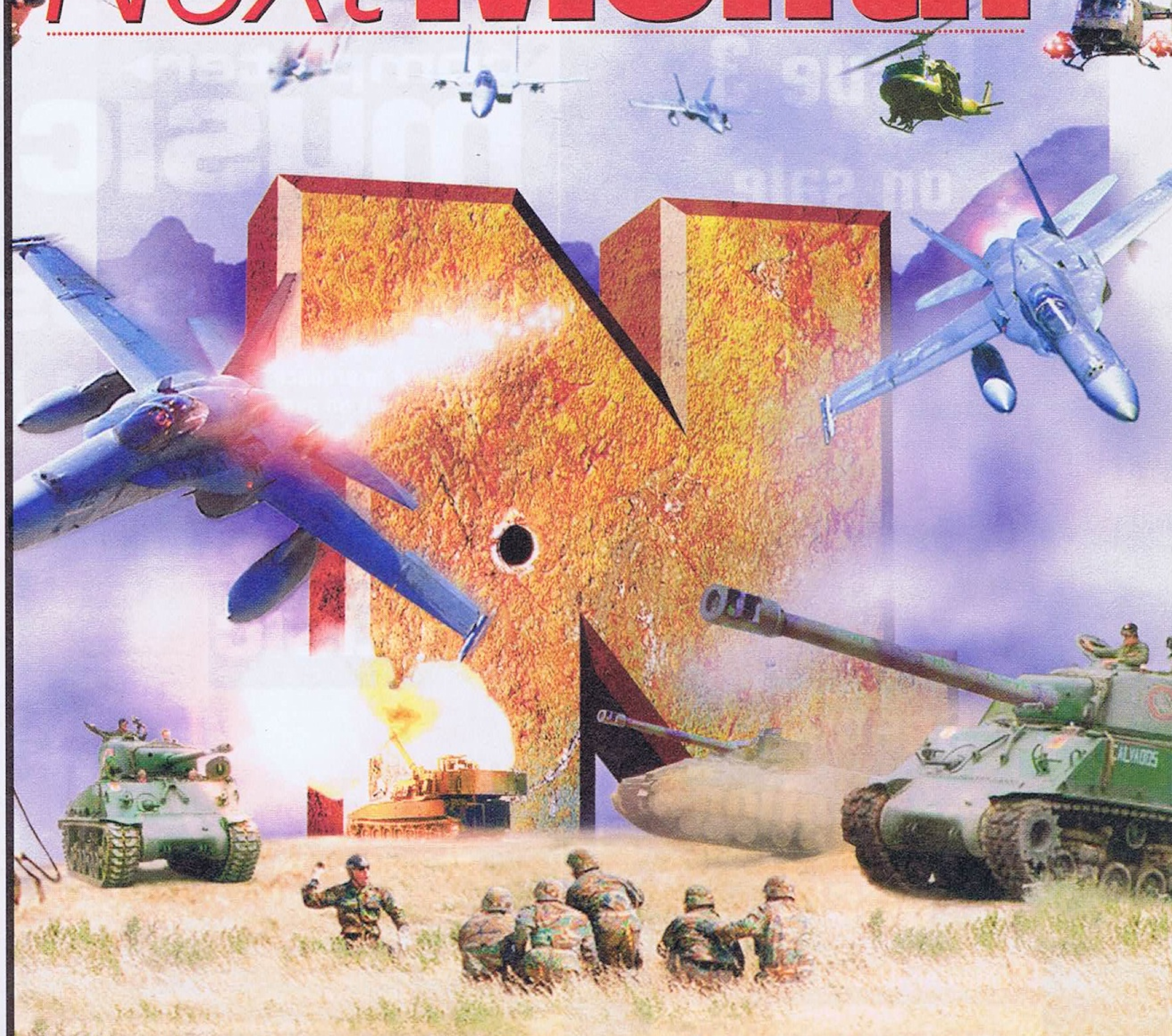
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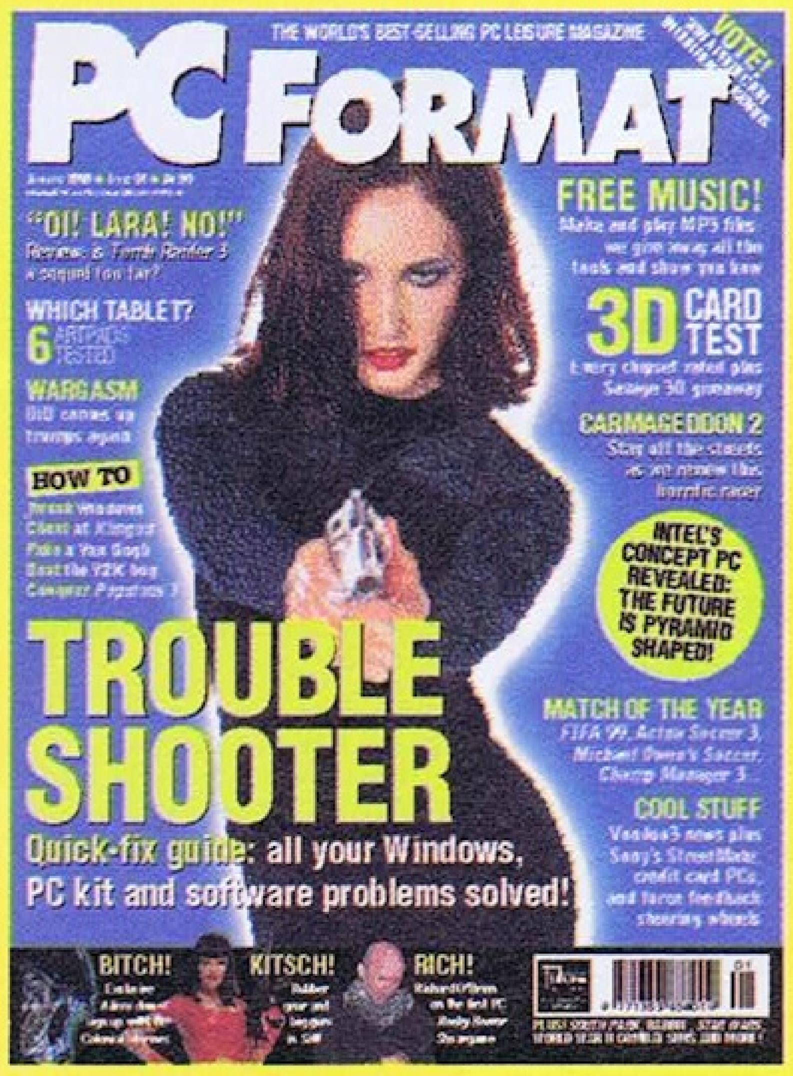
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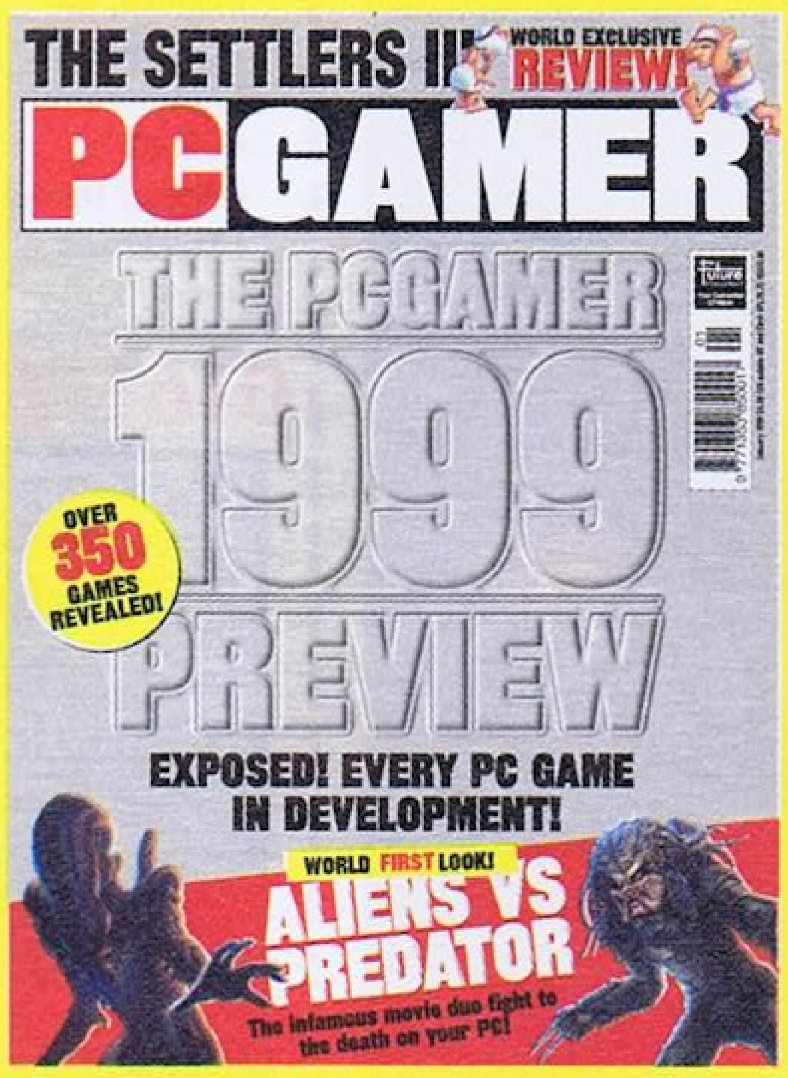
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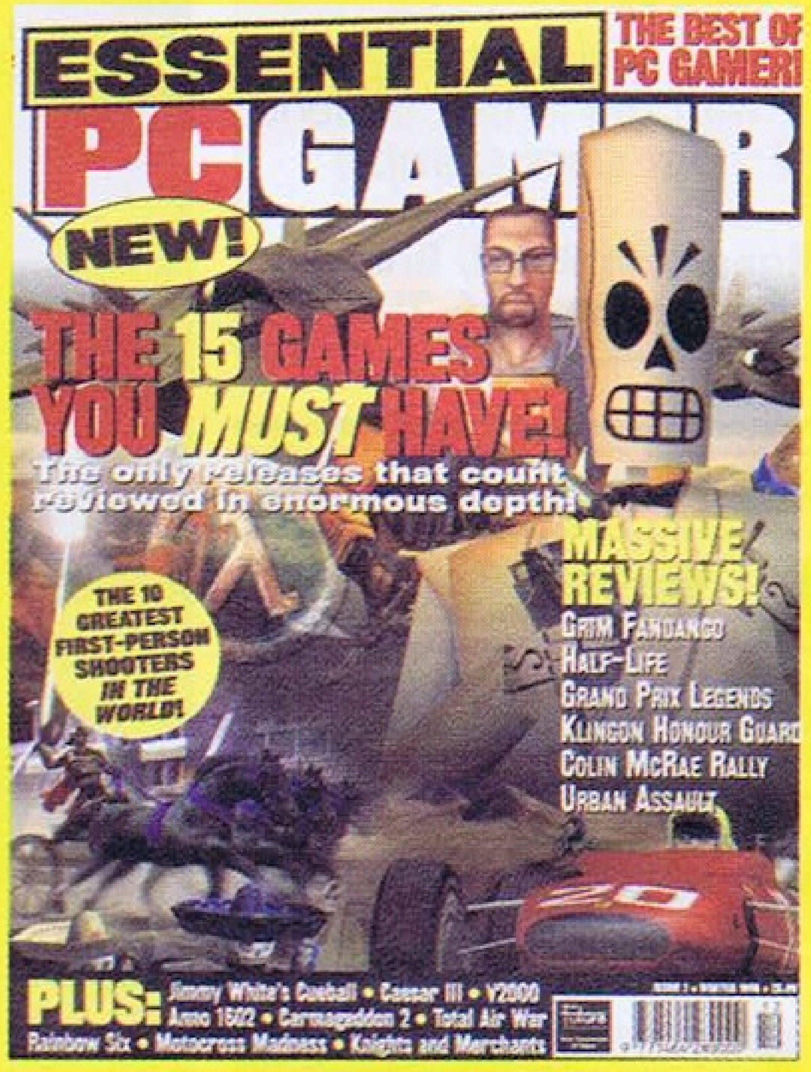
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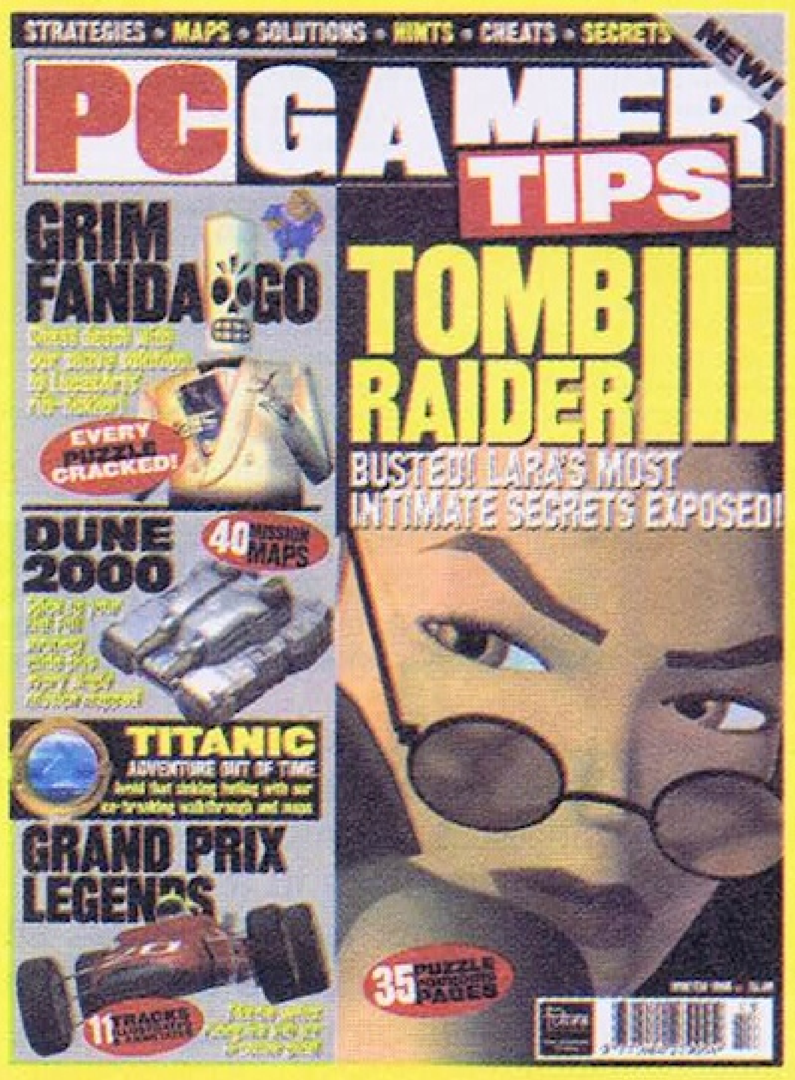
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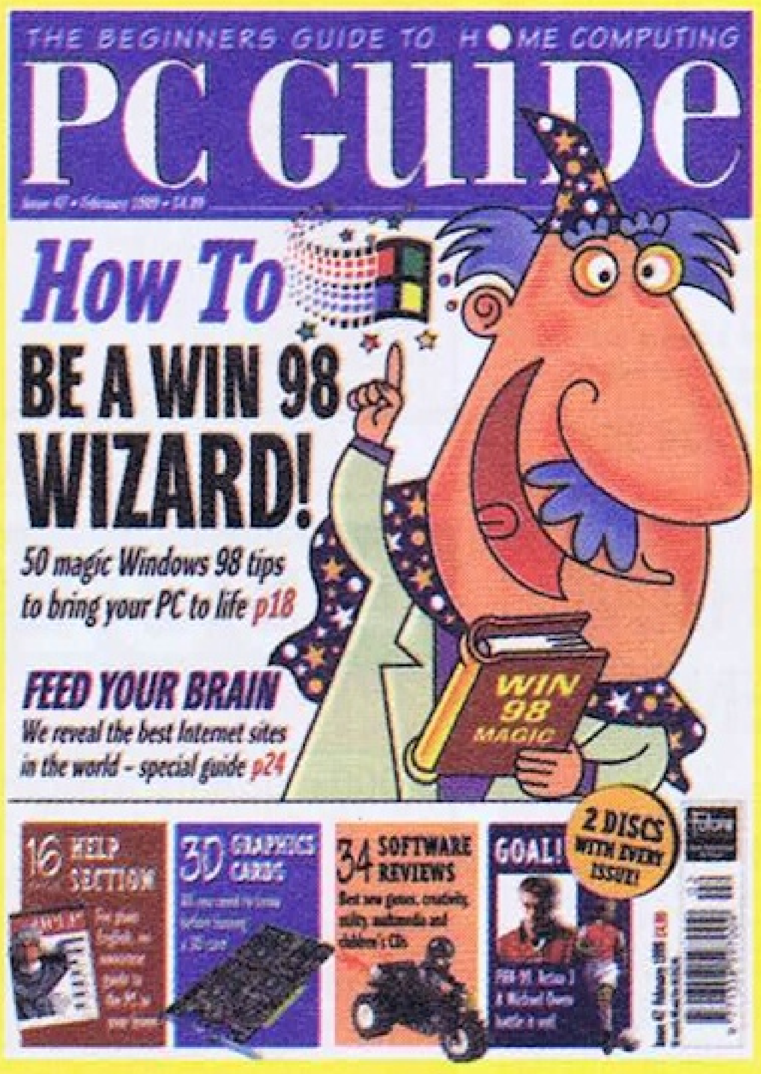
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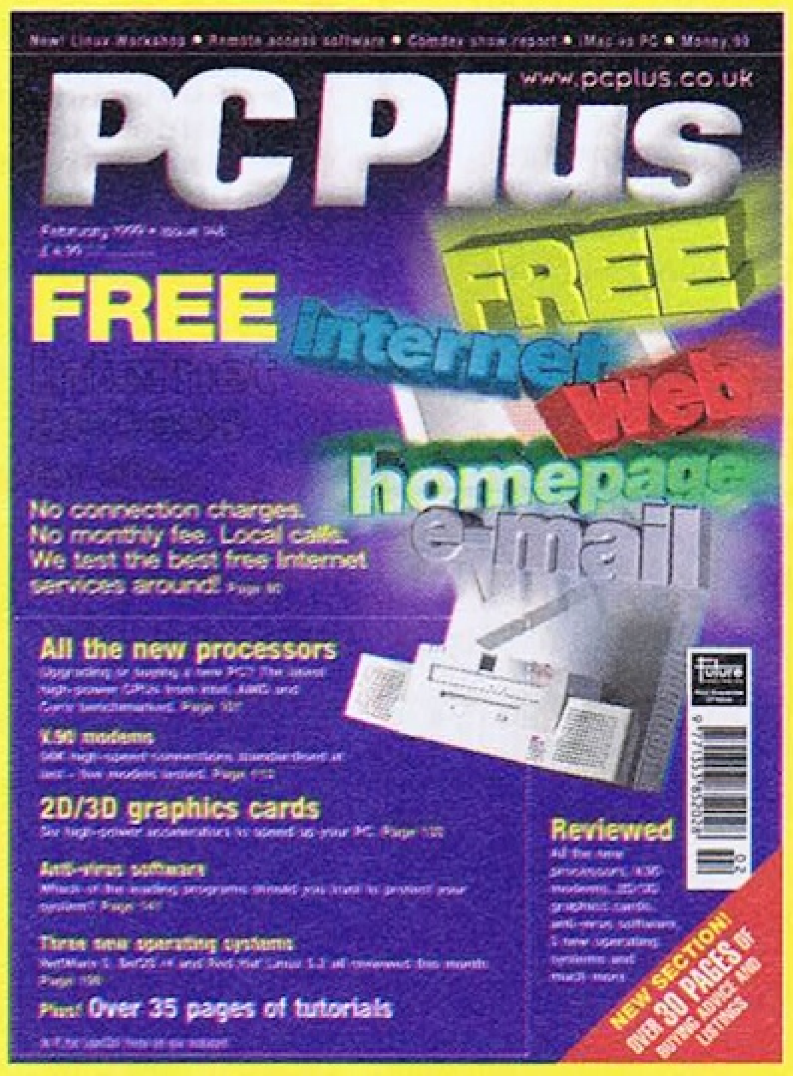
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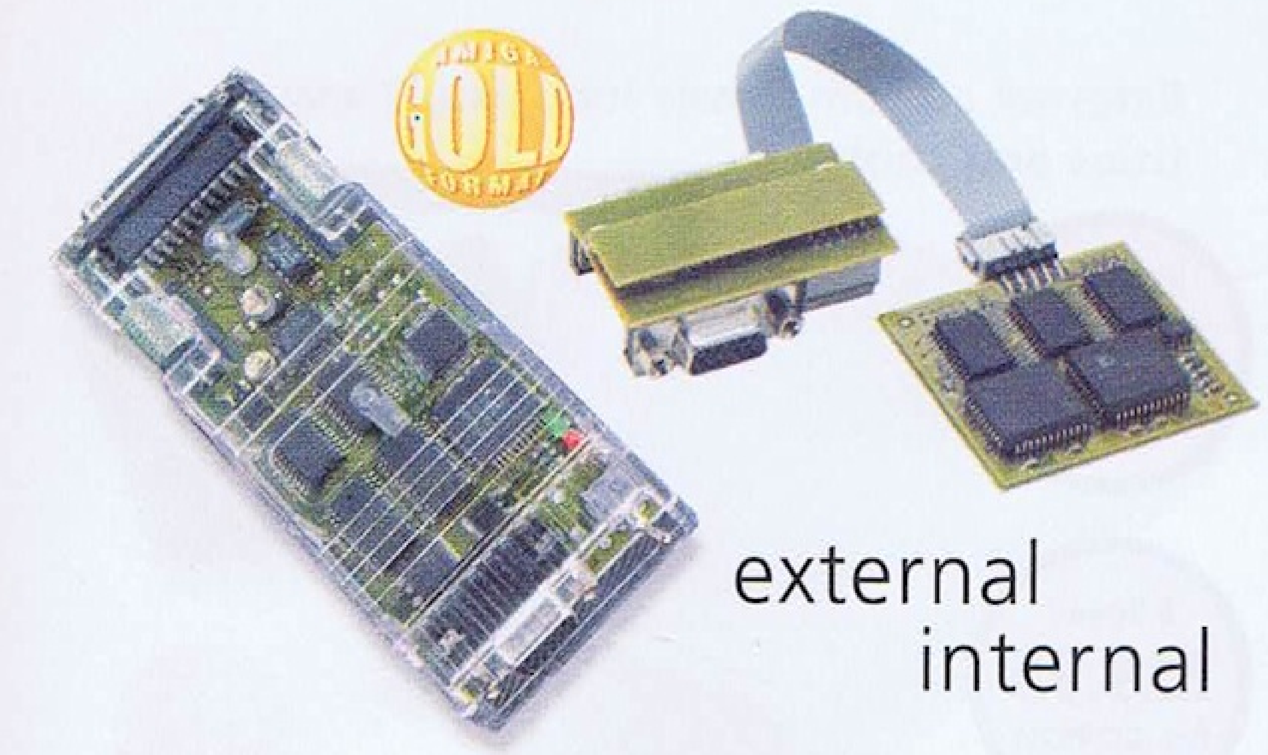
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Catweasel Mk2
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for fast serial port or Catweasel ________ £49.95
PowerPort Junior
1 x High speed Serial Internal ________ £29.95
Fits to internal clock port of A1200



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(includes cables, Squirrel SCSI interface with software and 2 CD titles)



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Zip 100MB external SCSI including Amiga Zip tools, cable and 1 cartridge (requires Squirrel or any SCSI interface) ______ £139.95
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(5.1 and 6.4GB HD are supported automatically by the PowerFlyer or by IDEfix 97 using the patch provided, an updated FileSystem is available on www.amiga.de) Please note that cables included with 3.5"HD have standard 40pin headers. If you need to connect a 3.5" HD directly to the A1200 motherboard, you will need a special "stack" cable 44 high density (2.5") to 40 standard (3.5") IDE cable ______ £12.95

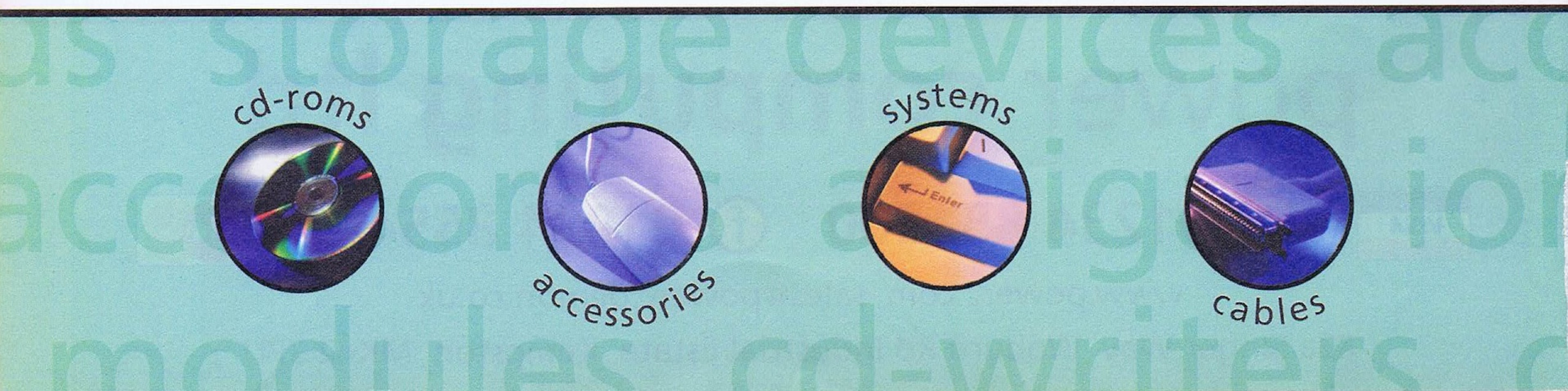


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Power Tower, A1200 motherboard, mouse, PC keyboard, Typhoon 68030 40MHz, 8MB of RAM, 2.1GB Hard Disk, IDE buffered interface and IDE Fix 97 ______ £579.95

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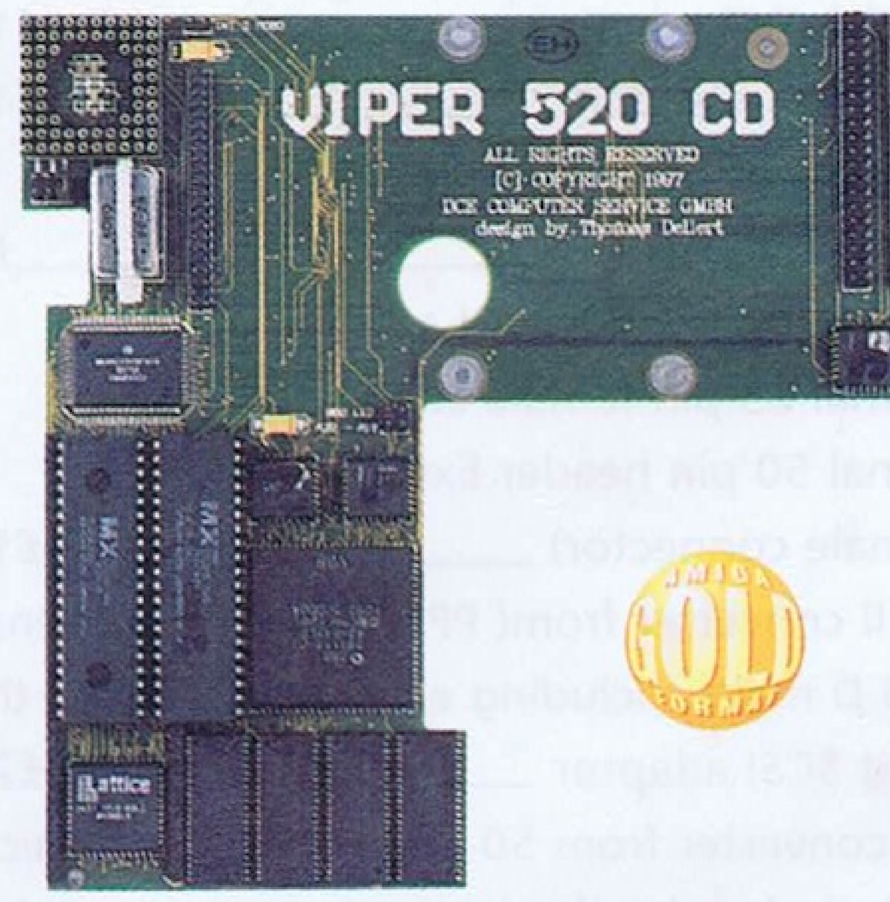
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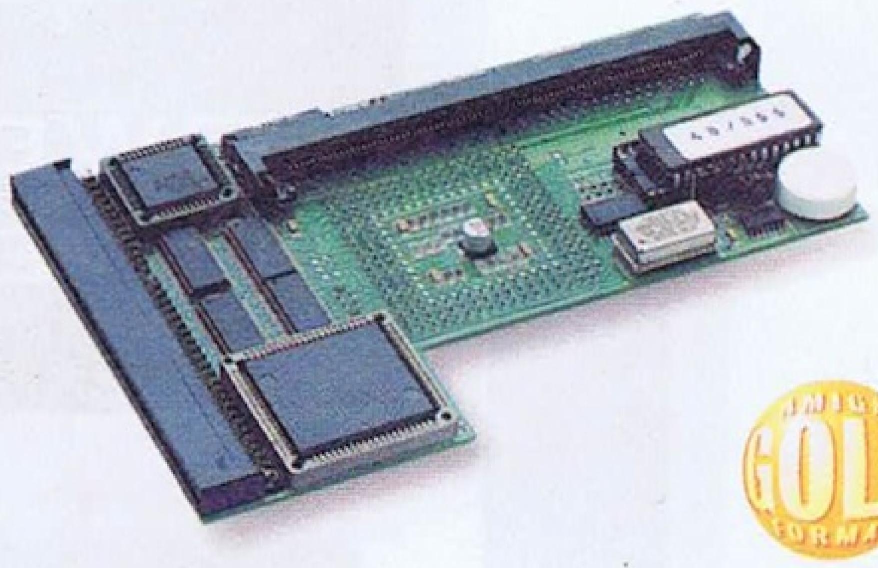
Apollo
full 68030 25MHz with MMU, including FPU, Up to 64MB of Fast RAM ______ £129.95

Apollo
full 68030 50MHz with MMU, optional 50MHz FPU, Up to 64MB of Fast RAM ______ £159.95

50MHz FPU for above ______ £29.95

accelerator boards for a600

Viper 630,
full 68030 33MHz with MMU, including FPU, Up to 32MB of Fast RAM, PCMCIA friendly ______ £65.95



accelerator boards for A1200

Viper Mk2, 68030 40MHz, (up to 32MB), full MMU, optional FPU (PLCC 40MHz only) ______ £69.95

Viper Mk2, 68030 40MHz, (up to 32MB), full MMU and 33MHz FPU running at 40MHz ______ £79.95

Apollo with full 68040 25MHz, up to 64MB ______ £125.95

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Apollo with full 68060 50MHz, up to 64MB ______ £269.95

need more memory?

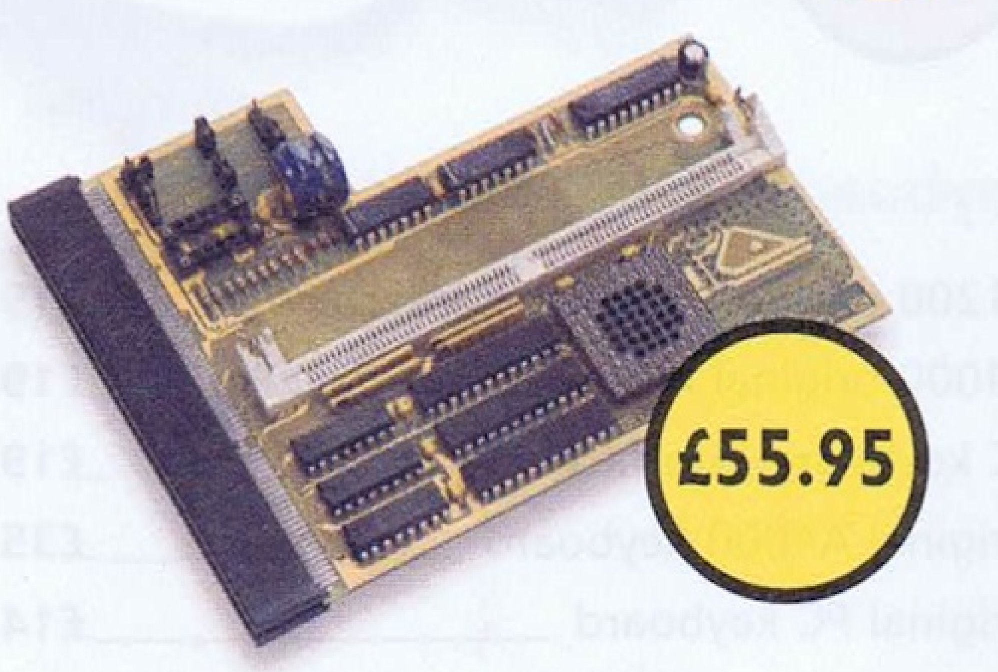
RAM prices are subject to change

memory modules and fpu

for accelerator and expansion boards

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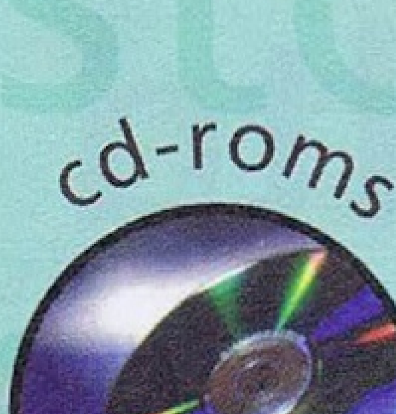


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A1200 4MB not upgradable, with battery backed-up clock	£39.95
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A1200 with standard 4MB SIMM socket with battery backed-up clock	£45.95
A1200 with standard 8MB SIMM socket with battery backed-up clock	£55.95
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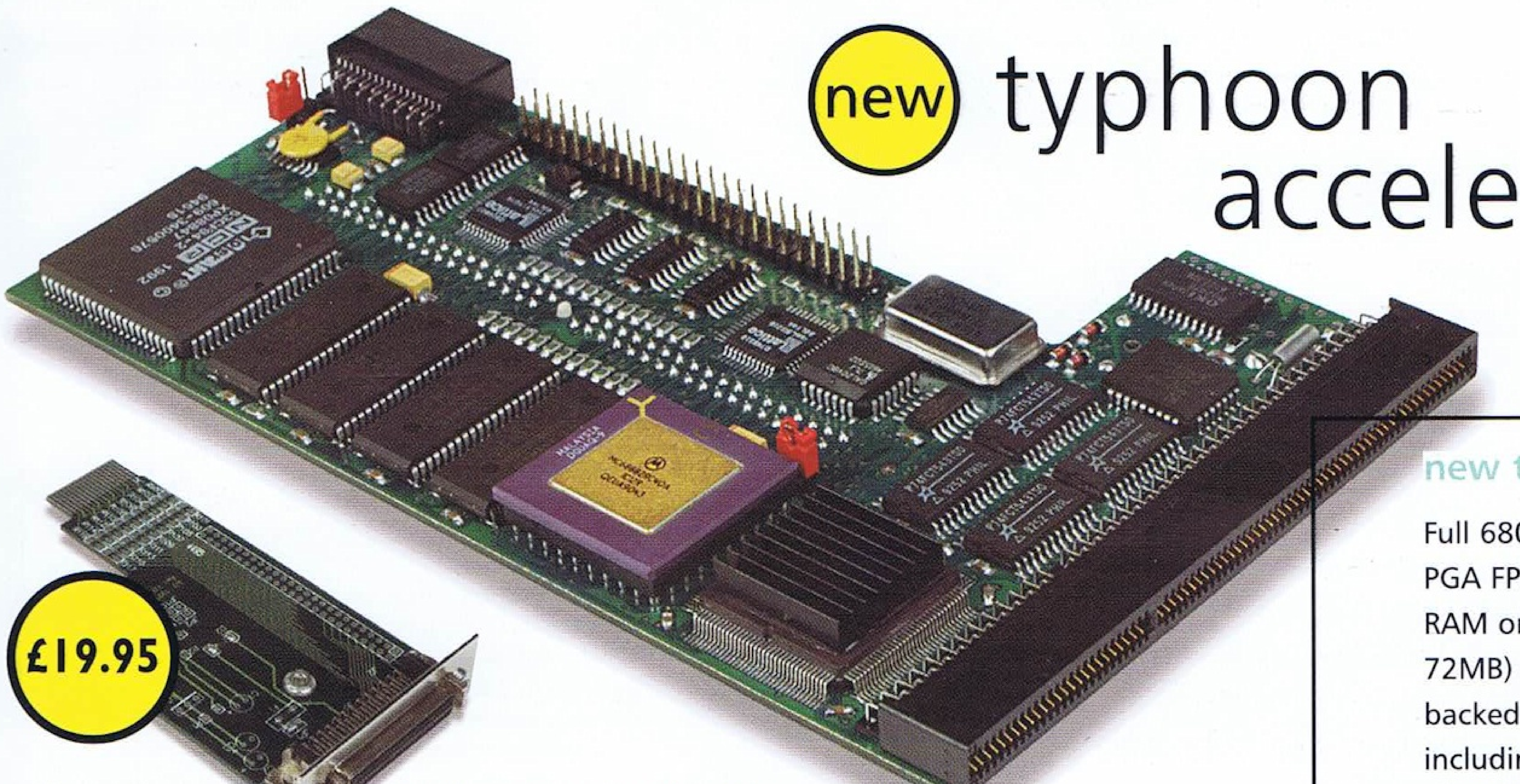


cables



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new typhoon accelerator



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No need to open your Amiga

typhoon scsi adaptor - amiga 1200 desktop

£89.95

new typhoon accelerator board

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